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PlayStation 2

First shots! Full spec! Page 12

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Sled Storm full review on Page 58

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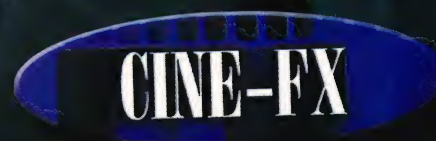
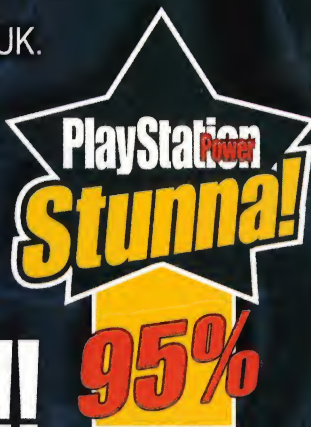
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Get a life, get a PlayStation, get PlayStation Pro

Read all about it...read all about it...etc, etc.

The wait is over and the moment finally here.

What on earth are we waffling on about? PlayStation 2, you damn fool! Millions of PlayStation owners, and enthusiasts have patiently waited with sweaty palms, bated breath for the unveiling of the brand spanking new Sony console. Just waiting for a glimpse of that almighty, all powerful, new machine which is set to change the world of games forever.

We won't keep you in suspenders for too much longer because, within these pages of infinite PlayStation wisdom, we shall reveal to you the PlayStation 2.

True to form, PlayStation Pro has inside info and exclusive photos of the long-awaited machine in all its glory.

So, sit back, enjoy and get your hands out of your pants.

Oh, and don't mention it.

usual suspects

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ISSUE 40

PlayStation PRO

MAGAZINE



12



PlayStation 2

Sony finally unveil their super console

HARD RACIN' GRAN TURISMO 2



eyewitness

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DRAGGED OFF

Kicking & Screaming

Twice the fun, double the delectation, two times the titillation. Nymphomaniac twins? Well, yes, but we're on about Gran Turismo 2



Forget that bland Jap crap stuff, race throughbred Italian sportsters! Well, Fiats at least

upfront
COVER STORY

Trolley dash

Mazda Demio's are shite! We've never seen one, and never want to drive one! And thankfully, Gran Turismo 2 has stopped filling our TVs with dodgy Japanese trolleys and included a real car manufacturers!

Japan

Honda, Toyota, Subaru, Mitsubishi
Mazda, Nissan

USA

Chevrolet, Chrysler, Dodge, Ford
Mercury, Plymouth, Shelby, Vector

Europe

Alfa Romeo, Aston Martin, Audi,
BMW, Citroen, Fiat, Jaguar, Lancia,
Lister, Lotus, Mercedes-Benz
Peugeot, Renault, Rover/MG, RUF
TVR, Vauxhall/Opel, Venturi,
Volkswagen



No it isn't Driver! GT2 features massive American hotrod mobiles ragging it round highly detailed city circuits. Is this gorgeous or what?



Yes, we've played it! The greatest driving game of all time returns in a part two. No, that doesn't make much sense, but we're gibbering after playing this stunning racer. It was finally playable at ECTS (shite/fantastic videogame tradeshow/beer festival) with just one track and two cars, but that didn't stop Pro from licking the pulsating TV screens as they showed incredible images of flying cars and fast-flowing trackside detail.

They've crammed in over 500 cars! Sweet Jesus! There're more licence tests – 60 in total! Bloody hell fire! Yep, it's back with loads more cars to drive and tons of tricky

Japanese bland mobiles, with more than 50% coming from Mercedes, Jaguar, BMW, Lotus, Alfa Romeo, Rover, Lancia, Lister, Peugeot, Renault, Vauxhall, VW, Fiat, Audi and the like. And you can upgrade, tune, trade parts

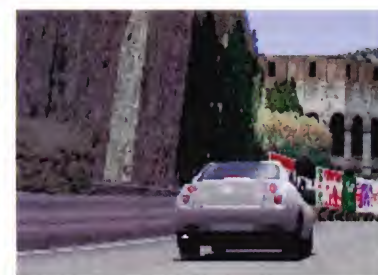
'You can use your memory card saves from GT1 to upload your old licence test results into GT2'

test track hi-jinx to contend with. But as luck would have it, you can use your old memory card from GT1 to upload your old licence test results into the new game, instantly unlocking loads of the new features. Is that cool or what?

They've also bumped up the European car ratio against the

and slap on go-faster stripes to most of the models, with a valet service available to spit polish your prized motor, but to fit it all in they've had to stick the game on two discs!

The tracks, that include 20 different circuits, now take you off road, with GT2 getting its hands dirty in the world of realistic rally racing. So McRae and V-Rally will have to watch their backs as ultra realistic car handling and varying surface degradation deliver





Replays are more detailed and feature even shinier tiny Japanese sports cars



maximum mud-flaps thrills. The rest of the tracks look set to vary between street racing and race track locations, including the celebrated Laguna Secca, licensed to Gran Turismo 2.

maximum playback

The replays are back in all their digitised, saved to memory card like a sad bastard, glory, plus there're loads of exclusive tunes and special re-mixes from Sony's vast music catalogue to caress your highly tuned earbuds.

'There're loads of exclusive tunes and special remixes to caress your highly tuned earbuds'

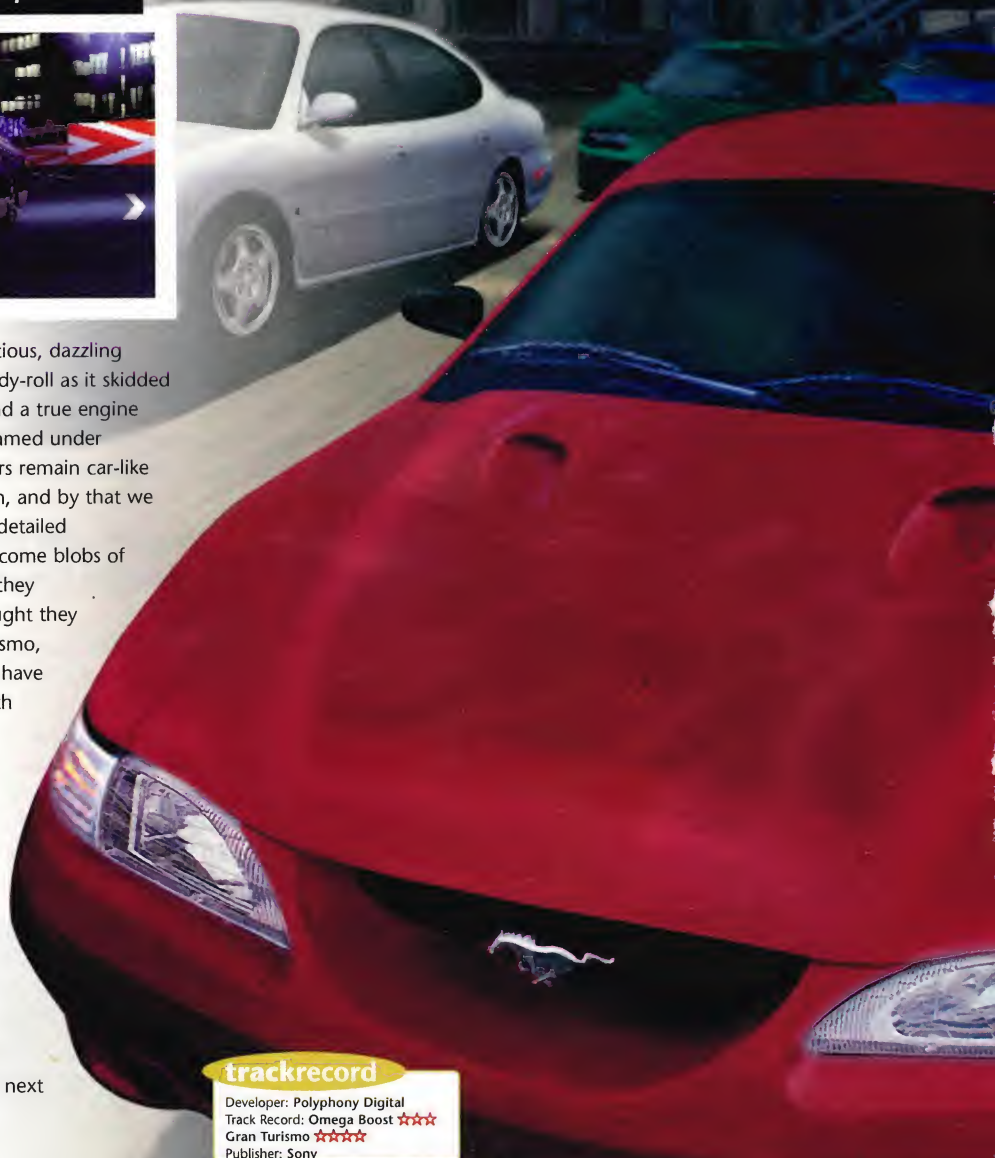
So what's it like to play? Incredibly smooth. Seamless background scenery flows past rather than jerking by too quickly. The track we raced was narrow, with highly detailed buildings hugging the track edge, followed by tree lined boulevards, giving the impression that you're street racing through a European city at ridiculous speeds.

The car looked delicious, dazzling reflections, realistic body-roll as it skidded into a tight chicane and a true engine note as the gears screamed under pressure. The other cars remain car-like right up to the horizon, and by that we mean they keep their detailed exteriors and don't become blobs of dancing colour when they overtake. No one thought they could better Gran Turismo, but Polyphony Digital have surprised everyone with

this stunning sequel. It's going to be the biggest game of all-time. Forget PlayStation 2 (for now at least) and keep your eyes on Pro next month. Released **December**

trackrecord

Developer: Polyphony Digital
Track Record: Omega Boost ★★
Gran Turismo ★★
Publisher: Sony



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9/10 PlayStation Pro

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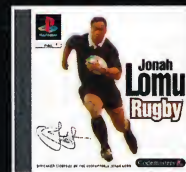


Big Bloke. Big Game.

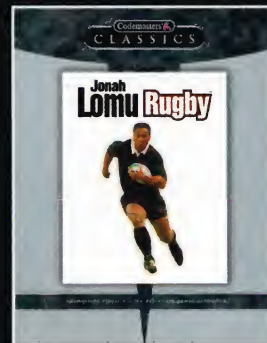
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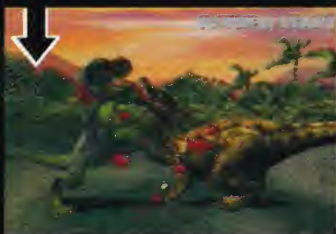
Oh sweet Jesus

The biggest moment in videogame history has arrived! PlayStation Pro is first with pictures and the latest details on PlayStation 2

eyewitness

Eyewitness brings you the hottest gaming news, previews and in-depth developer interviews. This month we've beaten the world to PlayStation 2 pictures and final spec. We sweat blood, you pay your £2.49. Is that fair?

JP: Warpath page 15
Never say die! Never say extinct!



Thrasher Skate & Destroy p20
Get mad, rad and sad on skateboards



Horseplay

Kessen is Koei's first offering for PlayStation 2. It's billed as "real time feudal war entertainment" software, an epic and dramatic game that goes far beyond the conventions of simulations to date (oh, please).

The scene here depicts warlord, Yukimura Sanada, leading a mounted charge of 50 horseback warriors. The horses move en masse with beautifully rendered graphics, but on closer inspection, each behaves differently and independently of one another.

According to Koei's Ko Shibusawa, it will be possible to have up to 200 to 300 fighting characters on screen including infantry, with individual characters having the ability to move in formations, search for enemies, fight and transfer information. Price has yet to be confirmed. Released January - Japan



Hold on for a rollercoaster ride of pant-wetting information on the hottest console to impact planet Earth. It's the most powerful games machine ever, it'll play DVD movies (that's a fact, we're not bullshitting you) right off the shelf. It'll connect to phone lines, cable modems and cellular phone modems and connect to the Internet! It'll come with a new pressure/velocity sensitive controller and feature voice recognition. It's to be released in Japan March 4th (shipping one million in the first week!) priced 39,800 yen (£230) with games set at a similar price point to current PlayStation games, and will hit European shores late 2000. It will also be backwards compatible with the current PlayStation, so you can keep splashing your cash on PS1 games.

The console's controller will be completely analogue and is backwards

Roadsters page 29
Looking to put Gran Turismo 2 up on bricks



Formula One '99 page 19
This time it looks the business



This is it! No it's not an artist's impression! This is what the new console is really going to look like (stood on its side). Sony's going for a hi-fi separates styling to fit into their view of PSX2 being a home entertainment system rather than 'just' a powerful 'games' only console

compatible will the original dual shock controller. Plus, the memory cards are set to make another appearance with an 8mb version planned for the PS2, which will be 250 times faster than the old cards and will also include encryption for data protection. The first console will ship with a Dual Shock 2 controller, memory card, demo disk AV multi cable

such as digital cable, giving gamers the ability to download data-intensive computer entertainment content to hard-disc drives. But it isn't all about hardware, over 200 companies have announced their support for PlayStation 2, with Acclaim planning to have at least five games available at the Tokyo Game Show (17-19 Sep). Although Acclaim

'It'll play DVD movies, connect to phone lines, cable modems and offer Internet access!'

and AC power cord. It'll have two controller ports (not four!) two memory card slots, AV out, optical digital out, USB port (2) and a Type 3 PCMCIA card slot for modems etc (see 'Real specs!' for the full info).

By 2001 Sony are to add Ethernet connection using a broadband network

haven't yet confirmed which of their titles will feature at the launch – South Park has been strongly rumoured to be among them and titles such as Quarterback Club and Turok have also been mentioned.

Konami appear to be a little less shy with their plans and admit to the

potential release of MechWarrior for the PS2 and similar intentions for Drum Mania, and Jikkyo World Soccer 2000 (ISS Pro in Europe). Emerging info is that there will indeed be a new Tomb Raider title for the PS2, confirmed by Core, but after the Last Revelation they're gonna find it tricky to come up with a title for that one!

Kessen (Decisive Battle) by Koei will also be released for the PS2. The game features a specially developed engine that allows 3D objects to move around independently without interrupting the overall movement of the larger group (see Horseplay for full details) Koei have plans for four more PS2 titles once this project is completed.

Namco is believed to be developing a new PS2 demo for the TGS and industry insiders have suggested that it may be Tekken 4 or a new Ridge Racer title.

Midway have announced that they have a second title in the pipeline for the new generation console, alongside Spy Hunter is Legion, a realtime strategy game that is currently being developed by 7 Studios.

We'll have even more news on PSX2 and millennium gaming next month when Chicken returns from the Tokyo Game Show. So if you want to tell your mates about PSX2, instead of hearing about it second-hand, you'd better stick to PlayStation Pro.

Released **Japan March 4th**

Real specs!

CPU	128 Bit "Emotion Engine"
System Clock Frequency	294.912 MHz
Main Memory	Direct RDRAM
Memory Size	32MB
Graphics	"Graphics Synthesizer"
Clock Frequency	147.456MHz
Embedded Cache VRAM	4MB
Sound	SPU2
Number of Voices	48ch plus software
Sound Memory	2MB
IOP	I/O Processor
CPU Core	PlayStation CPU+
Clock Frequency	33.8688MHz or 36.864MHz (Selectable)
IOP Memory	2MB
Disc Device	CD-ROM and DVD-ROM
Device Speed	CD-ROM 24 times speed DVD-ROM 4 times speed



Final Fantasy VIII page 24

Last look before the review next issue



Dino Crisis page 14

Little girls shouldn't play with lizards

Inside eyewitness

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Terror Dactyl

PREVIEW

Hold onto your butts, it's Dino Crisis

Six inch incisors rip into the fleshy forearm and finding bone begin shaking the pretty young thing like a ragdoll. Somehow she tears herself free and with her arm useless at her side, splattering blood onto the floor, she makes it to the door. Whew!

Man has two primordial fears: 1 is being hunted and 2 is being eaten alive. They explain our fascination with sharks, big cats and, of course, dinosaurs. And they also explain why Dino Crisis is gonna scare you witless. Well, okay, maybe not scare, but it's definitely gonna panic you.

In another room our heroine is mixing together an unlikely herbal brew that'll



It looks like something nasty went on here. Best clear off then?



stitch her bones back as good as new. What she doesn't realise is that she should have kept running. Her bloody trail is ringing the dinner gongs for every velociraptor within a mile radius, and as the door bursts open and the eight foot critter continues the hunt (accompanied by its own screeching fright tune), an adrenaline shattered heart and a knackered dual shock ain't gonna save her ass.

Dino Crisis comes from the same team that created Res Evil one and two, and steals loads from them both. The objects, the weapons and the firing system are the same, and you'll all be familiar with the frustrating pauses between rooms. But it does differ in two important areas.

Borrowing from Metal Gear Solid's roaming view, the first change is the camera system. It copies the 'follow Snake along corridors and all around the room bit,' even to the point that it too doesn't provide much more than greyish scenery. The Res Evils used a fixed camera that meant the static background could be almost photorealistic, but it also meant that it limited the action and drama of close encounters with the zombies. Dino Crisis instead goes for action over photograph-like backgrounds, moving around the rooms and corridors of an abandoned research facility to deliver its violence up-close and personal.

The second major change is that the

dinosaurs in Dino Crisis act like hunters rather than the mindless zombies that the Res Evil series can get away with. Once you've been spotted they continue after you until you either kill them, get completely out of their way (climbing into the air-conditioning vents for example) or switch on handily placed electric barriers. Oh, and the fourth option's that they tear you into wok-size frying chunks, but it's best not to think about that.

Why should you be interested in this AND Resident Evil: Nemesis? Because it's a very different game that's very similar too. Er...what that means is that it has all the frights and thrills and the same incredibly simple fighting and

'The incredible gameplay of Res Evil 2 with 16 ton T-Rex smashing through window belly laughs for the whole family'

running gameplay as Res Evil 2, but also delivers a Jurassic Park twist that marries Metal Gear Solid action with 16 ton T-Rex smashing through window belly-laughs that the whole family will appreciate. And it's reviewed in next month's Pro!

Released **November**



What's that flashing object? I bet that's going to be useful



Turn on the electric force barriers and watch as they fry themselves. Brains the size of walnuts you see





Two over enthusiastic critters get well and truly stuck in. We call it Dino-Art, you might call it something else?



COLD CUTS

Bone-shattering

Jurassic Park made them look shite, so now they're on the Warpath

It's now two years since the secret disaster of Jurassic Park – the dinosaurs destroyed, the Park dismantled, the island indefinitely closed to the public. But there're rumours that something survived...

Remember the cinema shaking sound effects in Jurassic Park and Lost World? Well, they're back. Link this baby to your hi-fi and prepare to shake the plaster from the ceiling. Your house is gonna be filled with terrible lizards roaring the place down as Jurassic Park goes Street Fighter in a one-on-one monster frenzy.

Fight T-Rexes in motel carparks, throw Acrocanthosaurus (must find abbreviation) at electrified fences, scream, stomp the ground and eat hapless humans for energy. Each dino uses their inherent abilities to best fighting effect, the Styraosaurs ram with their bony scalps, the Triceratops

lunging with its deadly horn and the Giganotosaurus uses its massive jaws to rake its victims.

The arenas are large (obviously), with the opponents being able to shimmy left and right and even defend attacks. As you stomp around you can eat the little compys and dobermans that wander into the battle zones, or you can just flatten them underfoot as you can the jeeps and gas cylinders that are littered about.

Blood splashes all over, staining their leathery hides and once you've defeated eight cretaceous critters you unlock movie clips and new dinosaurs to fight against. Cool, yeah? Released November



wider
world

with Marcus Webb

SEGA GO PUBLIC

As part of Sega's plans to leverage arcade and consumer markets, the company will establish a broadband Internet network ahead of the mainstream marketplace through a strategic partnership with AT&T. Such a worldwide network could accommodate as many as 2,000 players on one game at the same time, Okawa stated. It's unclear exactly how arcade players will participate in Sega's Internet plans, but Chairman Okawa says he is determined to use the Net to "fuse" the two markets. Some type of combined tournaments (which begin in the home and climax in the arcade) may be envisioned.

On the home front, Sega of America executives said they have pre-sold more than 200,000 Dreamcast consoles in the US and have received offers from retail entities like Amazon.com for an equal number of units. The consumer arm is spending up to \$50 million to market the next-generation console with possibly more allocated for special promotions. Dreamcast's launch will showcase House Of The Dead 2 and Virtua Fighter 3 as a follow-up title.

THE OLD MAN & THE SEQUEL

Konami's wading back into big game fishing with Fisherman's Bait - Marlin Challenge. Hemingway himself couldn't have hooked a saltier adventure, which is a sequel to Konami's wildly popular Fisherman's Bait -- A Bass Challenge (import). Like the earlier game, Marlin features a highly realistic rod and reel control interface that lets you cast, troll, and land everything from Blue Marlin and Swordfish to Striped Marlin, Sailfish, Tarpon, and other denizens of the deep. A "fish radar detector" helps you locate where to find your quarry. Move the rod to target the fish, then work on your reel techniques to catch the biggest fish. When a fish strikes, reel it in while keeping an eye on the tension gauge. Too much tension, and your line will snap! In "Beginner mode," the Captain will show you the ropes on how to play. In "All Fish Challenge," all of the fish you catch are counted and weighed. If the total weight is over a designated amount, you can advance in the game. In "Billfish Challenge," only billfish that you catch are counted and weighed. Scenic locales include coral reefs, the coastal breakwater, a sunken treasure ship, and other exotic spots.

PREVIEW

Special Ops

I don't want no teenage queen, I just want my M-14

They like to dress in floral patterns and kill Colombians. Yes, it's the Special Operations team and they're getting ready to get covert on your ass. By taking control of a team of hedgehog eating crack commandos, you'll be thrown behind enemy lines

with nothing to protect yourself but a ridiculous amount of the latest battlefield weaponry.

So whether your destroying Scud launchers in the desert with a cleverly placed satchel or sniping at drugs barons in the South American jungle, you're sure

Stop the music and come out with your hands up!



to have the right tool for the job. And because you're not a lone soldier, you'll be able to switch between your men and bring hot lead to bear in some rather nasty ambush tactics.

Spec Ops can currently be found doing a mean impression of a red raw recruit. But don't panic, after a few more weeks of being shouted at and generally humiliated by the development team, Spec Ops is set to be one mean, lean, killing machine. Ten-hut!

Released **November**



Christmas is fine, mistletoe and wine. Children being orphaned all the time



Your mission should you choose to accept it...



www.paramount.com



STILL BOARD?



I'm surrounded by half-pipes but still willing and able to fall on my arse.

Thrasher:

Skate And Destroy

trackrecord

Developer: RockStar Games
GTA: London: ★★★★★
Publisher: Take Two Interactive

B-Boys making it with the Freak Freak!

Step up and you'll get a truck in the eye. Shit, it's the pigs! No matter. Try and catch me you lard-butted hog-feeler! Yeah, thought so. Try and catch me and you'll get your punk

"Get hotter than sh*t on a lightbulb and you'll become skater of the year."

ass a coronary! Parks, alleyways, rails, bins. It makes no difference to me - I am king of this shit-pile. You and your nightstick don't stand a chance.

So, you've skated round parks in Street Sk8ter. You looked like your fat-momma's flabby ankle. Well guess what's gonna happen? That's right bitch, a new style's

coming and you'd better tighten those bows - 'cos it's gonna take work. You thought you could trick before? Yeah, like your sister down on the corner of Park and Lex.

This ain't no game (well, it is really - but just go with it.) This one has full endorsement. Don't ask who - It's Thrasher and you know it's the real deal. Pass me that blunt, I've got something to say that'll make you sit up and ask the elephant man for a blow-job. Trust me, you'll want it that much.

But before you get all sweaty behind the knees, your gonna have to show off some moves in San Francisco's China Bank. Learn how to set up, launch and land and Ollie. Practice your tricks and earn the right to move on to fresher banks; from Brooklyn to London and 16 different other areas. You may start off looking like the last drop in a spittoon, but stick with it. Sponsorship is up for grabs from four of the worlds most prestigious manufacturers. Get good and you might even make the cover of Thrasher Magazine. Get hotter than sh*t on a lightbulb and you'll become skater of the year.

And then comes the multi-player games. Do a Barney and try and match

your opponent's last move. Pick up a Nickel Bag and you're matching a five-move sequence. Top Dog on an obstacle course. Get maximum air and the highest wall ride in the Skate-cathalon.

Where other Skateboard games have pussied out, Thrasher: Skate And Destroy sticks with it. It's going to be the Gran Turismo of the boarding world and it's heading this way so duck and cover. Released **November**



MISSION: IMPOSSIBLE
EXPECT THE UNEXPECTED
THIS OCTOBER





Paul McNally
looks at his
career options...

By the time you read this I'll have seen what PlayStation 2 looks like, probably played a few games and maybe even got in trouble with the Japanese vice squad (if I'm lucky!). So the world will be going mad on the PSX2 and rightly so because of what it is capable of. However, an alarming warning for Sony, Nintendo and Sega was Microsoft's announcement of their X-Box console system, which should be ready for next Christmas.

It's basically a set-top PC priced at under \$200 with DVD and net capability with the PC giant licensing the technology to third parties so that companies like Panasonic, Philips and indeed Sony could manufacture X Boxes that are all compatible in much the same way as all videos play VHS tapes.

This could be the first stage of a massive repositioning of videogames consoles, finally making them all compatible with each other, much like the PC (the MSX group tried and

failed to do a similar thing in the mid-eighties). What this spells for the big three could be quite worrying in terms of their market dominance. Technically, I could make an X-Box and take some profit away from PlayStation 2. In fact, I think I'll do that! Watch out for games for the 'Chicken 128' in the near future.

CLOCKING

Full Beamer

The most demanding race in the world. Public road sections and wealthy amateur toss-pot drivers make Le Mans 24hrs unmissable

perspective



Sod off you frog bastard! I'm knackered, sweaty and smell like you

There's only one track and you're racing for an entire day. How the hell do you sell that to the PlayStation faithful/three second attention span smack-heads? Well, you start by filling the intro screens with semi-naked women, you create a set of new courses named after each of the circuit's bends and you offer a variety of shorter than a trillion second races.

Now it's the '98 season, so you won't be going airborne in a Mercedes, but you will be whistling round the Porsche curves (where Steve McQueen had his bump in the film Le Mans) at 220mph in a GT1 car that's pretty much a stripped down, dewinged aeroplane. The game also features GT2 cars that are almost normal production models and prototype lunatic mobiles that spit and bang their turbos like

supple Thai ladyboys.

Le Mans looks more like TOCA 2 than Gran Turismo, which is no bad thing, with realistic car handling for each of the car groups. You can choose to race in arcade mode, in a championship or head straight into the 24hrs. o race, which can be set to different lengths so that you don't burst your retinas. As you race the sun slowly sinks, your full beam hits the track and the only other illumination comes from the fireworks set off by the spectators.

One of the real

achievements for true race fanatics is the inclusion of the correct flag system for Le Mans. These tell the driver to move over if they're about to be lapped, to watch out for oil after a leak and indicate when there's an accident ahead. It may only seem like a minor inclusion, but it's details like this that help yet another PlayStation racing game stand out from the chasing pack.

Released **December**

trackrecord

Developer: Eutechnyx
Track Record: Total Drivin ★★
Publisher: Infogrames



Don't believe the crap you've read elsewhere. This is where it's at!

HOT SHOTS

Formula 1 '99

All the teams, all the tracks, all the drivers! As usual...

trackrecord

Developer: Studio 33
Track Record: Newman Haas Racing ★★★
Publisher: Psygnosis

This formula works. It shifts over a million copies each year and you buy it because it's the closest you'll ever get to the real thing. It's about speed, realism and incredible graphics, and if Psygnosis can get that mix right, F1 '99 will be shifting off the track and into your pits faster

than Eddie Jordan's wig at a fox hunt.

They've chucked out the old '98 race engine and dropped in a purring V8 from Studio 33 that's said to be able to devour long straights, large trackside objects and up to 22 cars on track at the same time with ease. If it can deliver that kind of

performance and include the new Malaysian track, the Sepang-F1-Circuit, that's yet to be raced by even the drivers, then it's sure to win the heart, minds and disposable income of all PlayStation race freaks.

Released November



Track scenery is smoothly updated without clipping (white flashes between images)



The Formula One cars look incredibly detailed and firmly planted on the tarmac

Tarzan

JUNGLE FEVER

Funky banana drama for the blue-arsed monkeyboy

Ask any anthropologist and they will/might/won't tell you that, had Tarzan really existed – he certainly would have experimented sexually with his jungle buddies. Thankfully, Disney have decided not to include this level of realism in their PlayStation rendition of the hit animated movie.

We're deep in platform territory here. Remember Hercules? Remember Lion King? How could you forget Aladdin? (on the MegaDrive – oh, that's old!). It's not hard, seen one, seen them all. Yep, it's time to run around, leap on platforms and collect

coins. Now you know exactly what Tarzan's going to be like. It may not have bestiality, but unlike Aladdin, Tarzan actually has nipples. Well, that's progress.

Released November



trackrecord

Developer: Disney
Track Record: Hercules ★★★
Publisher: Sony

NEWS

Jap Slasher

Ronin Blade for hire – will travel – no job too small – no time wasters!

Ronin blade is a masterless samurai, a bit like a noble assassin, who wandered the countryside of ancient Japan seeking fortune through sticking a thousand-folded steel kebab stick through their victim's chests for mercenary wages. And that's the plot. Pretty much.

You can choose to be hero or heroine, the two characters' stories woven tightly together so that you must swap between them as you progress. There're lots of poignant cut sequences and moody rain soaked background detail, but the interesting stuff is the fighting, which takes a nod from Tenchu in its throat ripping goryness.

The action does seem a bit slow, but it's complex, with it taking only a few well aimed blows to despatch either you or your victims. It's heavy on the swordplay realism and oriental pop-ditties as you chat'em-up, explore'em-up and slash'em-up your way through towns and villagers. It's being published by Konami, so expect something a bit special and expect it to take ages to come to these shores.

Released: 2000

USA correspondent Garry Perrone and the world of PlayStation induced movies

Movies are big business over here, as I'm sure you're well aware. Filmmakers constantly striving for big action movies have recognized computer games as enticing bait to get the kids off the sidewalk and into the cinemas. Enter Final Fantasy The Movie!

The movie, based on the video game, will feature big showbiz names such as: Alec Baldwin, James Woods and Donald Sutherland. Together with the cream of America's beautiful people and a budget of \$70m how can Square's Final Fantasy The Movie be anything less than a stunning success?

Our buddies in the business are passing along the rumor that a game following the events of the movie will be released simultaneously – a double whammy and extra fries! Although, The Movie won't be released until the year 2001, Square have announced the touchdown, in the U.S., of Final Fantasy VIII on Sept. 7 (just to whet our appetites).

More exciting news for us is the arrival of the much-publicized PlayStation emulator bleem! For under \$30 PlayStation games can be played on your PC. If your machine is decked out with 3D capabilities you can take full advantage of bleem!'s 3D enhancements which sharpen the graphics so distinctly you may decide to swap your PlayStation for a PC (Oh yeah – Pro). Numerous court requests filed by Sony for restraining orders on the emulator have so far been denied. Despite Sony and their lawyers' fine tooth comb they are still unable to find solid evidence that bleem! has violated any copyright laws. Until next time, take care of yourselves and each other.



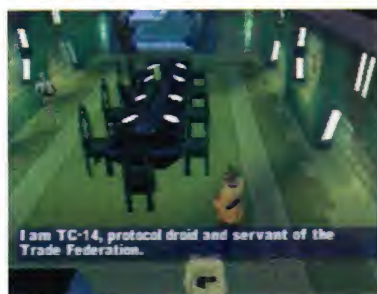
Championship Moto

When your pulse is louder than the roar of the engine, it can mean only one thing





...d speed away from Otoh Gunga.
...ne of Jar Jar?
...here the bongo bay is located?



I am TC-14, protocol droid and servant of the Trade Federation.



If we can reach the hangar bay, we may find a way to escape.

LATEST

Forcefed

Star Wars: Episode One. The Phantom Menace. Not much room to say anything else really

This is no futuristic racing game, Episode One is a blend of fighting game adventuring and puzzle orientated wandering. Our American spies have played the game and tell us that it's highly frustrating but at the same time stimulating stuff that follows the film quite closely. As a Jedi you can use the force (sends a wave of energy forward that knocks over everything in its path), blasters, proton missile launchers, thermal detonators and a nifty double jump. Your lightsaber is capable of attacking and defending, sending back blaster shots to fry attacking 'bots.

Obi Wan is also capable of shimmying along ropes, dangling from cliffs and is partial to a bit of block pushage. All this makes our dodgily pony-tailed hero one of the most versatile game characters we've yet seen, and by throwing him into a plot of galactic proportions should see the game rocket to the head of the charts. With magnificent cut-scenes and gameplay that's an exact copy of the highly playable PC version (the PlayStation still doing itself proud graphically), we can't wait to get stuck into this next month.

Released: **November**

DIRT TRACKS

Cross

Driving your throbbing machine through a valley of dirt makes the hairs on the back of your neck stand on end, and the same can be said for motocross racing. So, it's a big old shame that PlayStation developers have never really got close to emulating the thrill-seeking dynamics of a real motorcycle. Well, the wait may finally be over. Championship Motocross is revving its way to our screens and it's looking a treat to behold.

life cycle

Championship Motocross will feature two-time AMA National Motocross Champion Ricky Carmichael, who will

give tips on riding your bike and comment on race highlights through FMV sequences. Hi-res graphics with real-time bike and rider lighting effects will add to the realism of the action, but it's the physics system that will prove this game's worth. A whole lot of work has gone into making the bikes as realistic as possible, with a Real Motocross Dynamics system translating the motions of the real thing as closely as possible. This is the first time so

much thought has been given to the actions and responses of motorcycles, and so far it looks like the hard work is paying off.

Motorcycle games have always been a bit on the shit side, but it looks like motorcyclists might finally have a reason to stay indoors. With the addition of dramatic replays, an adrenaline-pumping soundtrack and 12 unique tracks set around the world, the potential for a mud-flipping, tear-ass

racer is definitely here. We'll bring you more next month.

Released: **October**





GAME OVER

Jammy toast can wipe out a Panzer division. The Brazilian World Cup Squad can be defeated by a mug of cold coffee.

It happens. It's expensive. And it really ruins your Wednesday.

So how do you protect thumb-blistering favourites from doom and destruction?

With CDfender.

True, CDfender may not offer much by way of nuclear-tipped arsenals or grenade options. But this neat little disc of polycarbonate film is the closest you'll get to an impregnable shield for CDs.

You just peel off the backing, slip it on your CD and CDfender wards off the demons of damage and data loss.

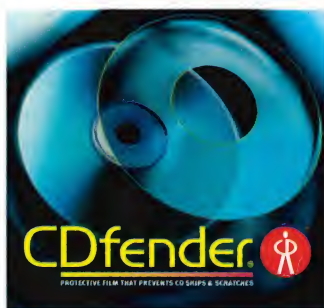
The laser reads through it play after play as if it wasn't there.

And should you ever tear your ravaged eyes away from the screen, CDfender works as well on music CDs and even CD-ROMs.

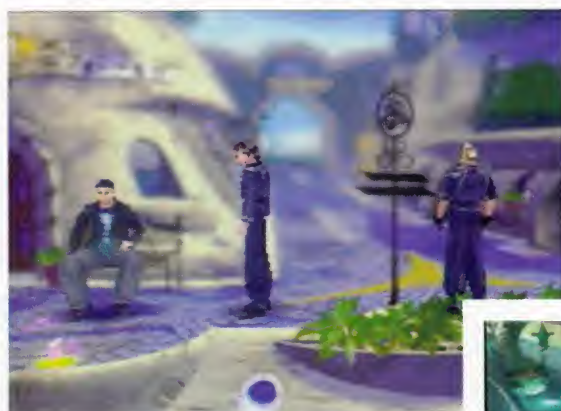
With CDfender, it's your opponent who's toast, not the CD.

CDfender 

SELF DEFENCE FOR CDs



AVAILABLE AT LEADING RETAILERS. FOR FURTHER INFORMATION: www.cdfender.com



Right, I'll definitely pull tonight in my Blake Seven cossie



Kiros
"Don't tell me we're lost again."



Kiros
"Leguna! New orders! Meet by the Presidential Residence, on the double!"

FINISHED
Final

Fantasy

VIII

Leeet's, doooo, the, tiiiime, warrrrp, aggggain!

You want your fantasies to be the greatest experience of your life, locked away in a sort of time machine where anything can happen at any moment with anybody – man, woman or beast!

Games warp time and burn your senses blind, some bend like a banana into hours of agonising boredom whilst others drain the very spirit from your body and soul. And no game has a perter looking set of lips to suck away your energy and leave you writhing for more than Final Fantasy VIII. Squaresoft's epic RPG has the ability to drain life from your motionless form. It'll gently slip a hand beneath your balls and

lift. You're not sure what's happening at first, but you know that you like it. As time slows, your girlfriend begins sleeping with your dad and things around you resemble clips from time-lapse plant documentaries, you realise that the crushing sensation on your balls is too great. It's got you and it's never going to let go.

You want this to be the greatest gaming experience of your life, and that's a tall order. If you're expecting a carbon copy of FF7 then you're going to be real pissed. It's a love story – all right a Japanese love story, which makes it pretty weird – but still a love story. Where Cloud fought against the might of Sephiroth, Squall



A mechanical spider chases Squall's team through Dollet, luckily Quistis is a touch arachnaphobic

wrestles over weighty issues like should he shag on the first date? Okay, it's not that trite, but you're still gonna need a strong stomach to face some of the "Oh, you big MEANY," slices of dialogue.

The story unfolds over two time zones, the past and the present, with not just one

'Smack up the hags, save the world and get your end away as many times as possible'

tale of Manga smooching, but two. A series of flashbacks send you back and forth between controlling heroes Squall and Laguna, both with serious romantic

trackrecord

Developer: Squaresoft
Track Record: Final Fantasy VII ★★★★★
Track Record: Parasite Eve ★★★★★
Track Record: Bushido Blade ★★★★★
Publisher: Sony

strife. Most of their problems stem from a group of time tinkering witches who seem keen on world domination. So it's our heroes' task to smack up the hags, save

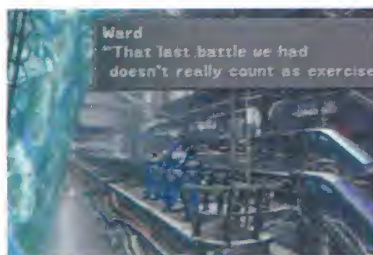
the world and get their end away as many times as possible – sounds like your average Saturday night to us.

What's new? As you'd expect the



Squall, Zell and Selphie watch the President's broadcast on widescreen

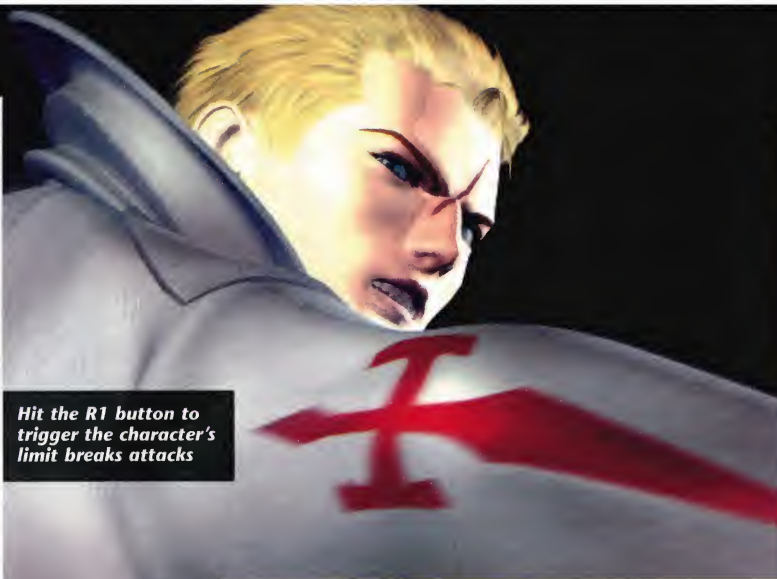
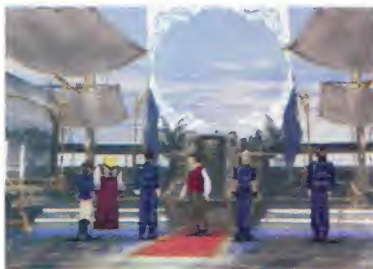




graphics have been buffed and polished. The battles scenes are more spectacular than ever, spells tearing up the earth, freezing over the sky and raining magma down on your foes. The casting system, however, is all changed around, with you needing to draw spells from other magic carrying characters before you can cast them yourself.

It sounds complicated (and looks frickin' complicated too), but it's fairly straightforward. You first select draw from the fight menu, then highlight an enemy and the option will change to display the spells they're currently hoarding. Select the spell you want and choose whether you wish to stock it or cast it. Stocking adds the spell to your magic inventory, whilst casting allows you to turn their own magic against them, sucking the spell from them before turning it right back in their face – it's pretty cool!

The summon monster system has also radically changed. Now each creature or Guardian Force (GF) is more like a pet, with you gaining Ability Points (AP) from battles in order to strengthen the GF and give it new abilities. These abilities are what's really different about Final Fantasy



Hit the R1 button to trigger the character's limit breaks attacks

Draw magic from your enemy, then either stock the spell for later or cast it right back



VIII. Whereas the story's pretty linear, you click through the dialogue and have very little affect on the plot, it's the use of the GFs that make each and every player's game unique.

The GFs have the ability to learn, and what they learn is determined by you. If you think it's more important to build strength then your monster will be harder to kill and have incredible attacking force, but that also means it will lose out in a violent magical conflict. So it's all about compromise and tough decision making.

The GFs also affect the skills of your

and that's not including the mammoth love story that's unfurling itself around you.

Squall's your main man. He's a cadet in a mercenary training academy called a Garden. His tutor fancies his ass off, his greatest rival, Seifer, has just beaten him in a duel by cheating and left a dirty great scar down his cheek, and to top things off, he's got to sit his exams. Well, not quite sit, more like risk his life in a to-the-death battle with fire monster Ifrit, before heading off to quell an uprising in Dollett, a small nobody town, with Seifer as his squad leader.

'He's a moody looking bastard who wanders around the world slaughtering woodland critters'

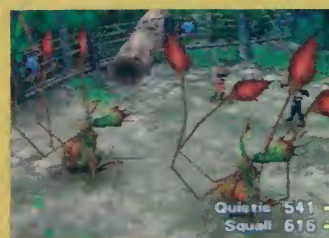
characters. Each begins with the basic attack ability, but linking a GF like Shiva to Squall allows him to draw spells, cast magic and use items in battle. Shiva can then be junctioned to Squall's magical abilities list (another mind boggling set of menus) and by linking fire to his magical defence, Squall can reduce the affect of this spell whenever it's used against him. Or, he can add fire to his magical attack and increase the damage of the spell when used against foes.

The hundreds of menu screens are gonna confuse the hell out of you, but you soon start to navigate through them with ease. However, mastering and optimising them will take months of trial and error,

Things look pretty shitty for Squall until a gorgeous stranger whisks him off his feet at the school disco. She then turns out to be Seifer's girl and Squall commits suicide. Okay, so the last bits a lie, but it would at least have been a humane way to stop this moody looking bastard from roaming around the world slaughtering woodland critters.

The game's all but finished, Square just adding the final, final touches before its UK release. We've racked up over 20 hours already and hardly dented it, but after retina transplants and a caffeine drip we'll be bringing you the greatest review of the PlayStation's finest hour next month. Released **November**

fight drink feck



Can't go for a picnic without being attacked by 12 ton dinosaurs? Must be Final Fantasy VIII. The battles are now more spectacular than ever before and just as strategic, with spells, sword and gun attacks triggered to limit breaks, item usage and the new draw command

LATEST!

Joy Machines

Mirror. Signal. Manoeuvre. Ease into the lane of traffic. Always give way to the right. Ah, bollocks... let's go **Off The Road!**

Burn the highway code! (no, that's a bit gay). Throw shit at traffic wardens! (hmmm... not bad, but they'd probably love it). Surprise speed cops with greased cucumbers (too weird, and again...). Exact revenge on those roadside Nazis by driving bloody great 4x4s over vast landscapes travelling anywhere you please, without

roads and boundaries to keep your spirit chained (tell me more).

Get your peace-loving pals to join in multi-play, capturing flags and playing 4x4 football with a huge ball. Commune with nature in Yosemite Park and the African plains, take part in a Jamboree race with local girl guides and then take them for joy-rides in jeeps and trucks through all types of weather until they throw up. All right, so there aren't



any girl guides... or brownies...but it'll still be absolutely fantastic. It's a Codemasters' game. Released February

trackrecord

Developer: **Invictus**
Track Record: **Something Hungarian** ★★★★★
Publisher: **Codemasters**

NOT DESTRUCTION DERBY!

Demolition Racer

Get in gear for a little bit of bump and a lot of grind!

trackrecord

Developer: **Delphine**
Track Record: **V-Rally 2** ★★★★★
Publisher: **Infogrames**

Chug, chug, chug go the power cords as 16 hulks of wheeled metal prepare to rip each other apart. There's a race to be won and panels to be shaved off. This won't be pretty. Some will be destroyed, others will be crippled. By the final lap the track will look more like a WW1 battlefield than a weekend at Silverstone.

Somebody will win; a lot of people will get crushed. No use complaining, there's no way they're out of this ordeal without gaining a few duelling scars. Besides, that's the point – this isn't Don't Touch Me I'm Totally Frigid Racer, this is Demolition Racer.

If you don't like touching up paintwork you should keep well away. You smash, you get thrashed.

So hit them before they hit you. Keep up your position and collect the pick-ups for instant repair. The guitars don't stop as your maimed jalopy fut-futs its way past the finishing post. Chug, chug, chug.

Your pal steps up, thinking he's a hardened driver. Well let's see shall we. Split-screen. Mano-a-mano. Through the smoke you see their creaseless chassis. Foot to the floor. Gears grinding like a speed freak's

teeth. They ain't going nowhere. But hang on! You're playing team demolition and you're meant to be working together. Sod it, hit the bastard – just say it was an innocent mistake. By the time they return with the beers they'll have forgotten and you'll have everything set up for head-to-head. Sorted.

It's the game that'll settle old scores once and for all. There's no clean living here, it's kill or be killed. Pure

aggression. 12 tracks to let it all out. Real time damage to rub salt into your opponent's eyes. It's going to snow. It's going to rain. It's going to make the AA think you're taking the piss.

But then there's chicken, last Man standing and suicide mode to carry the two-player destruction 'till dawn. By the time you've torn your way through all these modes the floor will be a shrine to Stella. Released **November**

Wanna sell your Metal Gear Solid?

↓charts↑

full price games

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Protester

What have you been playing?
Final Fantasy VIII

How complete is it?
About 90%

Sample time
Too fricken' long!

Is it spanking?
Bend me over and insert the four disks so I can savour them forever. Although there's a rumour that the game will retail for £45, which is a downer.

How does it handle?
Same as the last one, but with loads more option screens and menus and icons to totally baffle the novice. Hardcore fans'll love it though.

So, looking sexier than Will in a Tupperware thong-set?
Definitely. The FMV is breath-taking and the character animation straight from a Disney classic, but at times it is a bit linear and on-the-rails-like in its gameplay.

Any cool tunes and stuff?
Music's used to link every scene, set the tone and mood and tell you when the action's hotting up. Brilliant stuff!

Stormer or stinker?
You're joking right? ****

Final Fantasy VIII was Pro Tested by Lewis



It's going head-to-head with GT2! Is it mad, or is it the best racer on the PSX?



gameon

It's coming soon, really!

Dance, dance, evolution

Parappa and Bust-A-Groove got those thumbs popping in rhythm, with their cutesy mix of reflex exercising beatmania and cartoon gypsies moving to the funky choons. Those wacky Japs took the whole baloney a step further with Dance, Dance, Revolution; an arcade novelty danceathon complete with pressure pads to tap your crazy feet in rhythm to the music. Now comes the next step.

British developers have combined years of programming expertise with the cream of the nation's popular club culture to produce the definitive PlayStation club title. Combining arcade elements with an in-depth RPG, players are taken through the steps that will make them an expert in the art of inner city clubbing.

Beginning with nothing but a tanned scally complete with gelled hair and big gold jewellery, you must first choose your characters wardrobe. For the ladies perhaps some jazzy pink leggings, see-through white blouse with black bra beneath? For the fellas, choose from a rainbow of one-colour shirts and black jeans. If you're clever you might opt for a Rothmans packet in a shirt pocket. But beware the hardcore wardrobe, choosing a fluorescent jacket and white gloves is something only an expert can get away with.

Now you take to the dancefloor. Make sure your character has consumed enough of the correct alcohol for the required dance (six Taboos for an Essex shuffle, eight pints of Carlsberg for a Double Stagger Combo). If a lady wishes to participate, think about purchasing the special controller: a moulded handbag with surrounding pressure pads. If you fare well in the arena you may be rewarded with a Tekkenesque brawl (complete with flying pint pots) or a blurred image of a naked, vomiting person of the opposite sex in your bed. Go on, live it large... you know you want to.

Next month - Star Wars **Ewok Wrestling**



Street Lethal

PREVIEW

Pub bullshit aside, your car's bollocks. So stop lying, stop moaning and get behind the wheel of Roadsters



Whilst everyone's frothing at the prospect of Gran Turismo 2, have you forgotten that you quit the first game after a month? So what if you can race a realistic Honda Civic, who the crap wants to other than your mum? What you want is a lasting challenge featuring the greatest, most desirable two seater, rear-wheel drive rag-tops your money can't buy. Hello Roadsters.

30 classic convertibles, 10 tracks, drop dead gorgeous graphics and realistic handling are all included, but we've

Programmer, and he tried to explain that:

"In your quest to find the ultimate racer all the cars can be upgraded to improve their performance - there are several different engine configurations and user modifiable parts that players can buy to soup them up. The effects of upgrades will become apparent in the cars handling and not just a cosmetic 2mph on-screen speed boost."

Hang on, that's all very nice, but surely Gran Turismo brought us all that? What's unique about Roadsters?



performance. What's more it's always better racing when you know there's money at stake."

Not bad, but we want more...

"Real weather conditions mean that even though it's dry when you set off the weather can change at any time to a light

shower or a heavy downpour/blizzard. In all conditions your handling will be affected and you'll have to make the decision whether to pit stop during the race to change your tyres or drive on through the eye of the storm and hope for the best."

Sounds like Roadsters could get its nose in front of the GT2 following pack and even give Sony's masterpiece a run for its money. Well, it might happen?

Released **November**

'The greatest, most desirable two seater, rear wheel drive ragtops your money can't buy'

come to expect all that. What is it that sets Roadsters apart from the countless other quality racers on the PlayStation?

Pro asked a man who should know about this stuff, Jonathan Coelho, Roadsters Physics and Engine

Moody as hell and totally lush, Roadsters puts the wind back in your pants

"The cash element of the game adds an extra dimension to the gameplay. Players have to win races to get their hands on the prize money that ultimately enables them to enter the better championships, buy and sell cars and fine tune their chosen favourites performance. One key part of this is the betting option."

Ah, now that does sound different...

"Prior to each race the player will be able to wager on its outcome and their

Turn to page 121

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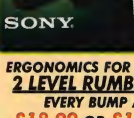
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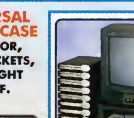
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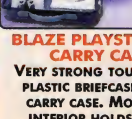
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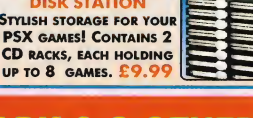
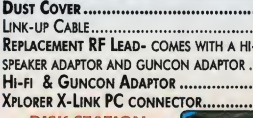
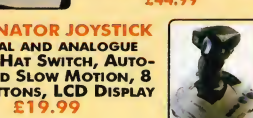
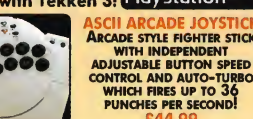
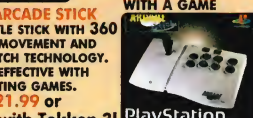
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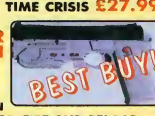
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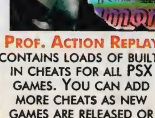
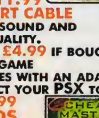
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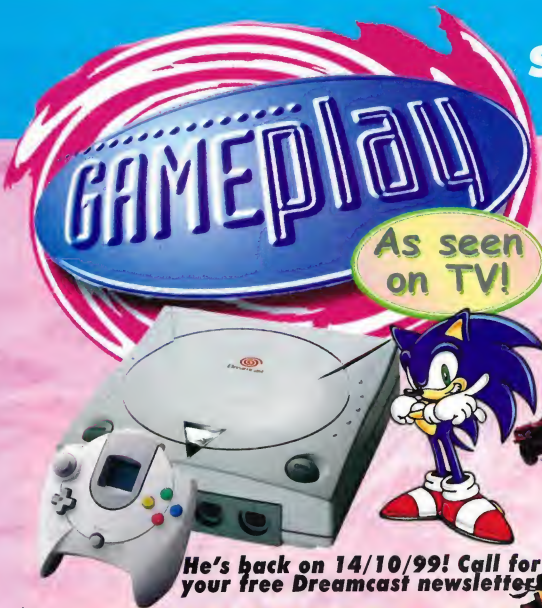


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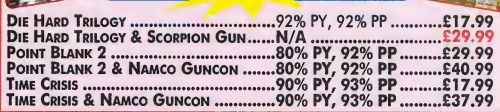
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Oh my God I'm lost in the Tamamayu!
Can't think of anything worse, really

YARN SPINNING

Weaveworld

Pokemon meets Final Fantasy in the mad as tits, Jade Cocoon: Story Of The Tamamayu

You've taken some bad shit, it's screwing with your head. You're seeing visions of Pocket Monsters and Dogtanian and the frickin' Four Muskahounds, and what's more, it's overlayed with a Final Fantasy soundtrack just to completely freak you out. Thing is...this is no drugged up nightmare...it's Crave Entertainment's new RPG/monster collection game and it's trying to get into your house!

The story is pretty mental and not

worth wasting your time with here, but the gist of it revolves around your ability as a Cocoon Master (don't ask) to trap critters in your beautiful weave and then use their abilities when fighting other monsters. You weave, trap monsters, weave, trap monsters... and presumably live in fear of moths. It's apparently wowing them in the States, but then so's Pokemon (that little yellow cat thing's shit scary!). Either way, this could be huge - or not? Released **November**

FACEACHE

Mission: Impossible

Shape-shifting spy thriller that'll make Solid look like Flaccid Snake

It's had the longest fuse in the world, but finally the wait for Mission: Impossible is almost over.

Ethan Hunt and his IMF agents are looking to slip into the sweaty sneakers of Syphon Filter and Metal Gear Solid and provide yet more stealthy spy action, but this time you're gonna need to be packing

more than a 9mm and gas grenades. MI flexes the brain as well as the trigger finger.

So don't expect to be able to take out the entire Moldavian army with your Swiss army knife, Infogrames have gone to great lengths to make Ethan a more human, rather than superhuman, game hero, and that means keeping him

intact is practically: impossible. Stealth's an overused buzzword at



Do the monkey dance you midget or I'll fill you full of lead and shoot your feet off!

the minute, but MI throws in a more intelligent twist on the spying game, which means you'll have to persuade characters rather than garrotte them, use disguises to access buildings rather than plastic explosive, and generally kill only a handful of people, only when it's really necessary. Shame.

The missions, since there's more than one bloody hard one, are hugely varied, from snowy Russian subspens to embassy ballrooms and CIA headquarters, you've got to use your face-making kit to outfox guards, confuse ambassadors and shag as many of the locals as possible - the uses are

just mind-boggling. Not all the missions follow the film, but the ones that do are pretty special, in particular the laser beam roof drop into the computer lab, which'll have you sweaty bollocked and frustrated. The station mission has you training your sniper vision on would-be assassins and there's even a hint of the N64's GoldenEye in the train level, where you've got to bob and weave your way down a carriage taking out gunmen and avoiding the innocents.

It's not just the stealthy spy stuff that Mission: Impossible shares with Syphon Filter and Metal Gear Solid, graphically the game uses a lot of the realistic colours and backgrounds of MGS, and the third person perspective (flicking to first person to use the gun) of Syphon Filter, so it'll slip neatly into your spy'em-up collection when it's released. Just don't miss the essential review in next month's PlayStation Pro to find out how the final game has shaped up.

Released **November**





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158 WWF Nitro
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Tomb Raider

The Last Revelation

LARA'S FRONT!

Time to get down and dirty in the desert. Watch out luv, that sand gets everywhere!



She's may be a material girl living in a material world but she sure doesn't respect burial sites.



What a hot piece of rampant totty. Come on, you all think of her like that so don't even bother saying that it's her mind you're after. Given the choice between playing her at Scrabble or taking her to a hay barn for some water sports, you know that that dictionary is going to keep collecting dust while the minx is destined to end the day with egg on her face.

She likes to please, shaking her bootie – she has always tried her best to keep us happy. She'd leap when we wanted, swim when we wanted; and in her third adventure you could get her on all fours and pretend to ride her like bucking bronco.

Yet she controlled us. Made us want her more and more. The lady had class. She was perfect. So why the f**k is she now parading around in a pair of briefs while

covering up her flesh-puppies with a towel? It's as if she thinks that no-one cares about her anymore and the only way she can drag our attention back is to put away her empowering weaponry and take up the sort of pose you'd expect a kid's TV presenter to perform for an FHM breast-fest. pop your top back on luv, stop advertising fizzy

'Thankfully she's not been dumped in the 90's icon bin along with Oasis, Blokes with ponytails and Nintendo. No way'



They couldn't just give you a key could they! Oh-no, it's all "obscure" puzzles!

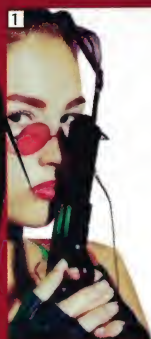


drinks and go raid some tombs. Thankfully she's not been dumped in the 90's icon bin along with Oasis, blokes with ponytails and Nintendo. No way, she's got her shit together and is saddling up to get back on top. But where has she been, and where is she going? Hmmm.

Autumn 1997. The original Tomb Raider: Puzzles, atmosphere and the slaughter of rare animals brought the World to its knees with its tongue



Four faces – one body!



1 Vanessa Demouy
French, sassy and
nowhere to be found!



2 Nell McAndrew
Stopped raiding tombs –
started stripping for Playboy!



3 Lara Weller
Lara by name – still fully in
the game!

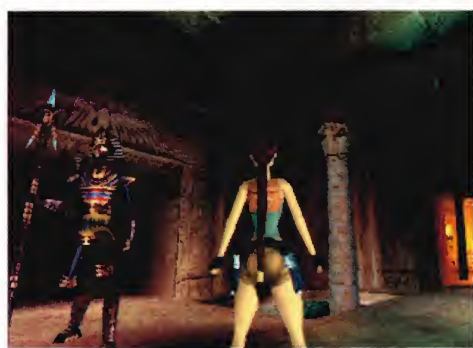


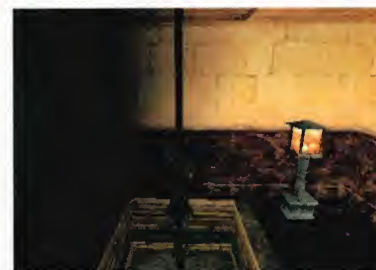
4 Natalie Cook
Snarled, pouted and poised.
Where is she now?

Whatever you do, don't fall – that
would break my heart!

trackrecord

Developer: Core Entertainment
Track Record: Shell Shock ★
Publisher: Eidos
Track Record: Soul Reaver ★★★★★





The baddies are more *Clash of the Titans* than previous *Animal Hospital* episodes. Easy Rolf!

hanging out. That fine bod of hers didn't hurt either.

The following Christmas... Tomb Raider 2: More guns, less brains. The infatuated kept her going. Many bad people got killed. Fast-forward forward 12 Months. Tomb Raider 3; Out of the caves and into the desert. Hi-res graphics. A finely tuned body plucked out of the musty claustrophobia of the tombs. It had gone too far. The girl had lost her way. Take a look out the window. The days are growing shorter and the leaves are

'As if Egypt doesn't have enough problems... they've got to put up with a rich girl in hot pants'

beginning to turn. It's not hard to work out that we are due another visit from the tight-topped teaser. Yep, she's back for her fourth adventure. Fasten down the hatches and get ready for...

Clockwork cash-cow

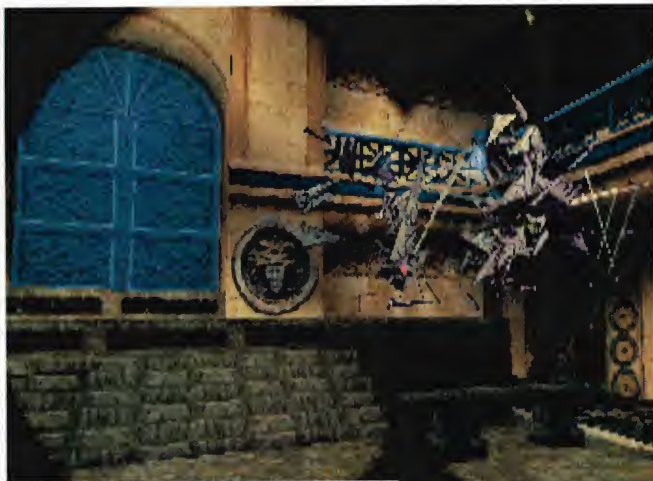
Egypt. Land of mythology, mystery, Pharaohs and machine gun riddled tour busses. But we won't worry about slightly dodgy political situations, let's ponder on all that hidden booty. As if Egypt doesn't have enough problems claiming back all the ancient artefacts from the British

Museum, they've got to put up with a rich girl in hot pants. Don't worry, Lara has her reasons, and a particularly nasty foe to kick

in. Just listen to this guy's arcane gobshite: "And Set sayeth: I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless." That'll be the ancient god Set then. He's been awoken and guess which jewellery-thieving scrubber is responsible? Yep, she's messed with an ancient artefact that was best of left alone. But pissed of gods with a penchant for grim poetry isn't her only problem.

Back when she was sweet, sweet sixteen, Lara Croft went on her first adventure. Seeing that even a girl who has





Lara's body has been totally re-skinned, allowing unheard of realism. Wa-Heh!



Croy to be a smashed up dead duck. She was wrong. Von Croy survived. He was pretty miffed that his teenage progeny didn't care enough to try and save him. He was really pissed off and now he's her worst enemy. Now there is a guy who doesn't take accidents too well.

and Set will get ready to mess up the planet in a grand style. With Von Croy lurking about, ready to pop a cap in Lara's ass, this could be her most involved adventure yet. Last Revelation is going to be the same size as Tomb Raider 3. Since Lara is now back in her element, rampaging through tombs and getting busy with the raiding, the locations will be

'With Von Croy lurking about, ready to pop a cap in Lara's ass, this could be her most involved adventure yet'

everything still needs a man to show her how to use it, her mentor, Von Croy, accompanied her. Teenage (steady!) Lara was taught how to perform tricks (again, steady!) and generally get used to pushing her body to the limit of human endurance by this "father" figure while mucking around in Cambodia. Von Croy taught Lara everything. How to move. How to see. Even how to recognise species protected by the World Wildlife Fund and put a bullet in their eyes. But he didn't listen to his own advice and got his leg trapped, just as a temple starts crashing around their heads.

Lara managed to escape and believed Von

Teen Temptress

This little jaunt forms the basis for Last Revelations first level. It's a clever way to get rid of the usual manor house training level and give the player a chance to take part in the origin of Lara's wild ways.

The Last Revelations narrative takes elements of Lara's past, her future and chains her to a world-threatening destiny. All hell is going to break loose right on the millennium. Stars will align, cocks will crow

smaller and the puzzles more frequent. The upshot of this jiggery-pokery is that it's going to feel huge. Gone are the vast expanses of the arctic and back come tight chambers and ruthless death traps of Egyptian tombs. Rather than splitting the game up into separate areas of the globe, Last Revelation is set solely in Egypt and doesn't budge to another continent or tropical island. The benefit of this tight focusing of locations is that the

goods. After she's totally disrespected the dead, she can hide the stolen goods using a totally reworked Inventory system that allows for an unprecedented level of manipulation. What a classy bird!

Released **November**



Are you looking at these screenshots, or the big picture of Ms Croft? Yeah!

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Phone our free access line compo and answer every simple question and you could find yourself in the same position as Simon Whittle who has grabbed eight top notch games. Ninety-two lucky people have won the game of their choice.

We can't believe the quality of the cheats you tell us about, but we still want more! If you come up with the best cheat of the month we'll give you a first-class game of your choice, like Jake Hagan who has chosen the driving classic Gran Turismo!

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mouth

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PlayStation
PRO
MAGAZINE



Whine, whinge and moan, it's all you ever do. It's enough to drive a bloke out of the country! In fact, sod off. I'm going to the Tokyo Game Show not to check out the latest on PlayStation 2, but I'm hiding from you lot. Let Lewis and Will take some abuse for a change. Better still, let the new girl Natalie see what it's like getting hate mail from Women's ruddy libbers! Bye...

Women's glib

I am writing to you in the hope that you will take notice of a 'girlie' who thinks that there are way too many tits 'n' asses in your mag.

Don't get me wrong, I think your mag is great, but I am sick to death of seeing Lara Croft spread all over it. Why is everyone obsessing over a character from a computer game??

By having girls like Lara Croft and Miss

something about it? But, you say that the pictures you use are "...nothing more than eye candy, far from pornographic..." I have to disagree with this. I wouldn't say that I'm necessarily distressed by the amount of pornographic photos, but I am sick of it and think that it's the girls turn.

Obviously, if you were to fill Pro with pics of naked blokes – men would stop buying it – it's the same for women!!!

I'm not saying that I want gratuitous full frontals or guys with sweaty bods, rubbing

lett

Bea on virtually every page you are making female PlayStation players feel inferior and unable to enjoy your mag.

Why not compromise and have photos of male characters, as well as females? I am sure that the more pictures of men you print in Pro the more female readers you'll gain and keep.

I am certain that I'm not the only girlie player who believes we need to be catered for, as well as the male section of your PlayStation audience.

Your reply to the sexist comments made last issue (in letters) show that you believe that we women also have a right to enjoy PlayStation Pro – so why not do

themselves on PS games. I DO want a little equality and just a few piccies are not going to cause an uproar!

I don't mind pictures being used when it's relevant, but, it rarely is!

If the male readers need to see tits 'n' ass there are plenty of magazines that cater specifically for that. Exactly why there is this connection between PlayStation and sex is absolutely beyond me.

I know that you probably won't print this, but I hope you have taken some notice of my point.

I'm not asking for anything that the guys don't already get. I know I'm not alone, as a lot of my friends agree with me.

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So, how about it? Bits out for the girlies?!

Amanda 'Stand up and fight girls!' Healey,
Farnborough.

Well this does seem to be a long standing gripe with you girlies! Take a look at the last issue and you will see plenty of sweating love hunks in the form of the WWF wrestlers (from WWF Attitude). So, don't say we never give ya' nothin'.

just plain old crap! But the X-Files will dispel the myth of PlayStation FMV games being shit! If it's anything like the PC version, we're all in for a treat! Oh and Jack Chopper won't be able to play it because it's a 15 rated game! Tough life being a kid isn't it Jack?

Paul Wood, Hazlewood

Tragically Paul, X Files is crap. I thought it was crap on the PC as well and I tend to know what I'm

Not only do you have some tart called Ms Bea or something whose tits are bigger than her brains, but the people who write in for cheats are also pretty damn funny. Perverts Paradise with the likes of Peter Phillipps, who has to be the biggest wanker in your magazine, really did bring a smile to my face.

I'm not complaining about the use of blonde women wearing bikinis that would fit into a match box, I mean it's degrading to girls cos now most blokes who have spent their lives locked in their bedrooms with pictures of these "mammoth breasted queens" only look at girls' boobs to see if they compare to Lara Croft's or whatever she's called, but when boys step into the real world of girls, I think many of them don't know how to react properly, which is disappointing.

For instance, how many times have I walked down the street and have had 12 year old boys shout comments about taking me home to play with, when they really should be at home playing with their PlayStations. So if you must keep your pictures of 34DD's but could you and your

mag try and get the message across to the boys who read PlayStation Pro, that a girl's body isn't her greatest asset, and that not all girls have blonde hair and long legs (well actually I do but thats not the point) so it doesn't come as quite a shock to the little boys who read your magazine, or to the big boys come to think about it!

Well, I would quite like to say some more about respecting girl's, but I would probably bore you, if I'm not doing so already... but although this might get me called a slut by other girls, have fun with the pics, hell I've had many a dirty moment with my poster of Kurt Cobain (and don't take it that I've been getting off over it, I'm talking about imagining what his lips would have felt like on my skin etc...) but just keep it at that. Hopefully, this will have made some sense. Bye with love from

Chloe, Cheltenham.

You're on one aren't ya Chloe. Glad to see not all girls get on their high horses when we put a picture of a chick in the mag. You can come and work here!

Smegheads

I have seen Star Wars Episode 1: Racer on the PC and N64. But I haven't seen it on the PlayStation yet. So I have been wondering if it is out yet because Activision must be right old smegheads if they haven't.

Daniel Watson, Darlington

Well Daniel they must be smegheads because it isn't ever coming out for the PlayStation. In their infinite wisdom Activision have canned Star Wars Racer as its release date has slipped into next year, so you'll have to keep playing on the N64.

Movie Madness

I can't wait for X-Files to come out on PlayStation. I don't know why the public hate FMV games so much? If you've ever played one on the PC, you'd understand what I mean. Take Spycraft for example (FMV game by Activision), you could do anything you wanted to, like send e-mails, shoot evil hoodlums and participate in special CIA missions. It was so realistic, god knows why they didn't release it for PlayStation?

FMV games are good, but PlayStation owners have not experienced the best interactive movies over the years. I mean, Wing Commander 4 has to be the worst FMV game ever, and Psychic Detective was

talking about. There's no gameplay mate, just a thinly veiled shareware style attempt at a game. Everybody except Paul avoid it please.

Black Knight

I recently bought a cartridge that allows me to play copied games but I can't find any where that sell them, Could you please help because I am looking for games like Civilization 2 and Warzone 2100.

Gareth Knight, via email

For God's sake Gareth have a brain. Copied software is illegal. You can get well and truly nicked for it. You're ruining the industry etc. Whoever you buy it off is a drug-dealer or a paedophile. Get a grip.

Generation-?

I just like to say that I don't know anything about PlayStations and the only thing I know about a joystick is that it's always wet after a blonde's been using it... (okay, that was a joke) but my brother is into them and quite often gets your mag, so I took it upon myself to read your last issue, and I have to say, its hilarious.



viewpoint

Got something to say. Disagree with another reader or us? Make your point here so we can all have a go. Come on! Show your mettle.

Short and sweet

Hello! My name is Sara. I live in New Zealand. S Club 7 Rule!!!
E-mail me please:
hyper106@hotmail.com

Sara, New Zealand

S Club 7 eh? They're one of those funny groups where you're never quite sure which of the girls you fancy the most cos the camera never quite stays on one for long enough. Bit like it used to be when Louise was in Eternal.

PlayStation 2 - PlayStation Schmoo

Is it just me or am I the only one that thinks PlayStation 2 will be a massive flop. Look at some of the dross that comes out for the normal PlayStation. It's obvious that some of these geeks can't program the most basic machine, so what's going to happen when they get all that extra power? They're not going to be able to get anywhere near the full potential out of it.

I reckon that only the big Japanese companies like Konami and Square will ever really achieve the true power of the PlayStation 2. Everybody else overestimates the power of their teams of games designers and programmers.

Keith Walker, Telford

Only a few weeks industry guru Peter Molyneux expressed more or less the same sentiments. But since the news of PlayStation 2 definitely running DVD movies, having Internet capabilities and networking features (see page 12) the machine is going to be so much more than just a straight games console, and therefore, it's going to be massive. Despite what you think.



Omega Boost

How in the name of God can you give Omega Boost 90%? It's disorientating, repetitive and overly Japanese. What the hell is going on with Will? Has he got a fetish for great big uncontrollable robots?

Davin Lord, Chelmsford

To be honest I didn't rate Omega Boost that highly. Will went mental on it and insisted it was great stuff. The reviews I've seen in rival magazines all seem to agree with him, so I guess it's just one of those games you have to stick with before you reap the rewards. Will's always right. Apparently, and yes he loves robots, sheep and dolls.





teaser

questions and what not



Now with prizes by God!

Welcome, welcome, welcome. This is the land of quiz, and you are its newest inhabitants/prisoners. Fight your way through the jungle grass and answer all the questions to grant yourself freedom. Failing that, fill in the answers, send it in to us and if you're lucky we'll send you a dodgy prize. Job done.

Q&A

Guess which bit you've got to provide...?

1) What do you need to do to succeed at NFL Blitz 2000?

- a) Play American Football in a sensible fashion and within the rules ☐
- b) Run like a bastard and beat the living shit out of every single dog-faced mother's face you can hit with your death-dealing boots ☐
- c) Float like a butterfly, drink like a fish ☐

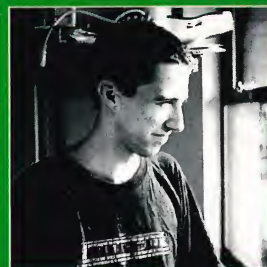
2) Which famous Discotheque Jockey mixed the soundtrack for Wipeout 3?

- a) Sasha ☐
- b) Jimmy Saville ☐
- c) Grandmaster Funk ☐

3) Why is Gran Turismo 2 better than the original?

- a) There's a service station round every corner with a well-stocked sweet shop and a selection of pastries ☐
- b) The graphics are all hi-res, there's more cars and more options ☐
- c) It isn't ☐

spot the difference



We've taken two identical photographs and changed them in one subtle yet significant way. Roll on up and tell us what it is and how this amazing effect was achieved.

The difference is...

4) What is Skate 'em-up Thrasher's full title?

- a) Thrasher: Bake and Destroy ☐
- b) Thrasher II: Skatin' Back to Happiness ☐
- c) Thrasher: Skate and Destroy ☐

5) Why is Sled Storm such a bloody good game?

- a) There's a four player mode, it's really fast and it's a whole lot of fun ☐
- b) Everyone's a winner ☐
- c) It isn't ☐



Cunning Conundrum

So you think you're ace at quizzes, well I bet you can't rearrange words to make a sentence that makes sense. Test your 'rearranging words to make sense' powers with this little snatch from the puzzle archives:

Them sell Satan to work I'd rather than for my soul

.....

.....

.....

To round off your magical mystery tour around the wonderful world of quiz, take a look at the above cut and paste job and tell us what the skater dude might be saying to chicken

.....

.....

Yes, unlikely though it may seem to many, I've taken the time to fill in The Teaser to the best of my ability and am sending in my entry in the vain hope of winning a prize. Please treat me nicely as I'm clearly a dick.

Name.....

Address.....

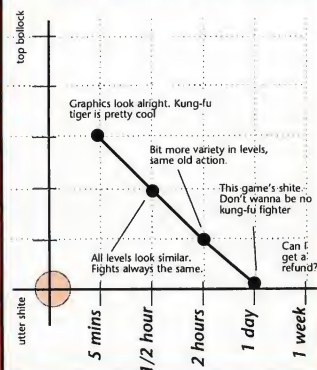
Telephone..... Age.....

This is the bit that may influence your buying decision. You will find an honest, up-front opinion on each of this month's new releases, written by one of the Pro team experts. You can then check up on everyone else's opinions in the reviews round-up

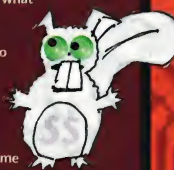


The Pro Solid Gold Award is given rarely, and only to outstanding games. Each member of the Pro team plays every PlayStation game, and only when we all agree is the coveted Gold awarded. If half a dozen experts all think the same, it's a game you can buy with confidence.

In a nutshell



In a Nutshell does exactly what it says. It's here where you can quickly find out what to expect from a game in the first week you buy it, and it's created only after the reviewer has played the game for at least that length of time. And it seemed like a good excuse to slip in this shit picture of the fabulous Pro mascot:



Sellafield Squirrel - he's hideously deformed!



The Verdict

Out now £39.99



dual shock analogue • memory card • two players

Published by Grolier Interactive

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★

This is the Comment area, where you will find a summary of the review. If you can't be arsed reading the whole review and you're not amused by the comedy captions, cast a glance here to get an idea of how good the game is

Alternatively: S.C.A.R.S. 3 - Ubisoft ★★

PRO 38%
Rated

Wipeout 3

page 52



NFL Blitz 2000

page 56

Get the ball before the big guy does



Sled Storm

page 58

The fastest thing on frozen powder

reviewed

In **The Verdict** games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad.

If something gets 90 then rest assured **Pro** could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the **Pro** team is a PlayStation expert and you'll find everything you need to know to make a buying decision within the review. If it needs saying we say it, and if it doesn't, we don't.

Pro always make an **alternative** recommendation of the same kind of game. The alternative might be better than the game reviewed or it might be used to highlight the similarities between the two. The **star rating** ☆ pertains to the Dealer section at the back of **Pro**, and the £ sign indicates what kind of price you can hope to pick up the old game second-hand. This is explained in Dealer too, and it's brilliantly simple, though we do say so ourselves.

Shadowman page 48
You do the voodoo that you do



reviewed

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"We'll have to let you go"

Though the experts at **Pro** are qualified to their chins with more university degrees than you could comprehend, they've all had their share of bad career. Lend us your ears



1 paulchickenmally

At the age of 16, Chicken landed himself a fly job in a reputable high street, Scottish restaurant (McDonalds, thickwif). However, his employment lasted three days. The first consisted of cleaning tables, Day Two involved getting whooped at by a jumped up monkey for not cleaning the girl's toilet and Day Three was spent tipping fries into baskets for someone else to fry. Shit eh? Yet surprisingly better than nothing



gazadams

Whilst serving a stretch at college, young bag-snatcher Gaz Adams picked up a weekend job at shopping paradise Kwik Save. In a freak pop accident, Gaz dropped a big bottle of Coke from a high place, causing said carbonate to fizz up, sending the bottle rocketing down the aisle. Tears of joy rapidly turned to tears of sorrow as Gaz watched the stunned faces of customers as they were soaked in sticky drink



willjohnston

On breakfast duty at a seniors' summer camp, William J served tables, fuelling the wrinkles with rank prune juice. However, it was obvious what the oldies' fave punch would do to their soft insides. Two hours passed before he was called to the rescue of an old dear liberally splashing the bog walls with runny poo. After cleaning the filth up, Will was well paid with a tasty dose of food poisoning from the old biddies shit.



samthoma

In an early attempt to make an honest crust, Sam joined the ranks of Her Majesty's Co-op in one of her own Discount Giant megamarts. Even after suffering the humiliation of being dressed in yellow striped shirt and green dungarees (complete with smiley 'Have a Nice Day' face), Sam spent three hours a night for over a year packing the refrigerated shelves with yoghurt and stinking cheese product for a mere pittance.



wendy
morgan

Another market trader, Wendy began a flourishing career in Safeways when she was 16. With not a bad word to say about the job itself, she was more shocked by a single day's events. It was a sleepy Sunday when a masked robber rampaged through the store, looting the tills as he threatened one of the checkout girls. After he let the girl go, he rushed from the shop, pursued by security guards, yet got away. Daylight robbery indeed.



lewispek

Lewis' tale of fallen career opportunities involves tears, laughter and bottle squeezing. Taking a summer out to do job things, Lewis happened upon work at a local soft drinks factory. Unfortunately, the managers of said liquid bottlers thought Lewis would be best suited to pinching bottles. He spent the rest of the summer sat for hours and hours each day at the end of a conveyor belt pinching the dents out of bottles as they came out the machine



natalie

As a young'un, 17 to be exact, unfortunate new girl Natalie went for a job as a trainee reporter, and couldn't believe her luck when she was offered the glg. It was an unbelievable score, a veritable dream come true, to good to be true even. Bummer. A phone call the next day confirmed this fact. "Sorry, we've been declared bankrupt and your job don't exist anymore". Never mind Natalie, at least your dream came true in the end eh?



paulroundell

Stuck for a summer job in his urban home town of Rawtenstall, young Paul answered a vague ad in his local paper. When he arrived at the establishment listed in the ad, a small brick shed by the blacksmiths, he was shocked to discover it was a sleazy, video porn shop run by the local fat greaser. Unable to contain his pre-pubescent excitement, he signed a contract for 4 months, was handed a mop and asked to clean the scum from the private booths

Shadow Man

Would be gothic stormer that dips it's fingers in body fluids and takes a long, hard suck.



Auto-lock onto a psycho and plug them right back to hell. You know you wanna!



Why, it's just like fighting inside a dried up crab shell. Get some, ya freaks!



And now we fight inside a Jules Verne submarine. Not really, I'm lying!

There are few things as disappointing as a great game that gets let down by some big, fat flaws.

No matter how much you know you're trying to ignore it, there is always that buzz at the back of your brain telling you something is deeply wrong. It's a mouth watering cream cake that tastes like after-shave. It's a super model that farts like grand poppa walrus. It's that album you bought on the strength of a single, only to find out that the rest of the album is filled with Irish jig music.

Shadow Man is the game that had the possibility to be an all time great. It has everything that you need; A story that drags you in by the roots of your subconscious, characters that are so cool, they could freeze vodka and puzzles that are tough enough to stump you while never being utter bastards of Tomb Raider 3 proportions. Everything in this garden was looking rosy.

So you know that we have a problem here. The warnings have been sign posted and you're ready for a big, fat-arsed "BUT!" Nah, let's not dwell on the problems yet. So what about the story?

Grim tales

Mike Leroi had screwed up his life in a grand style. He'd dropped out of college, taken up gambling and owed a lot of heavy

Voodoo People

So you want to get your own Zombie slave? Here's how!

First, ask yourself this question: Am I a right evil bastard? If yes, carry on.

Now comes the tricky part. Get hold of a Blowfish, some poisonous toad skin, toxic plants and seeds. Obviously it matters which type, but we can't really encourage our readers to become zombie masters can we?

Anyway, mix up this potion and put on some rubber gloves. Put a small smudge on a finger and go touch the git you want to bring into zombiedom. The poison is so nasty it'll get through

the skin and into the blood stream Presto, you've got yourself a body that's in a catatonic state - that's to say it looks dead, but isn't

Allow body to be buried, then dig it up. Stitch its lips together and administer the antidote. Your Zombie will be in a total state on bewilderment and very easy to control. Good, now tell it to mow the lawn, wash the car and muck out the cat's litter tray. When you're finished with your new pet, take out the stitches and give it some salt. It'll return to it's grave and know one will be any the wiser.





It's George Doors out of Shooting Stars. Always thought he was a bit evil.



The murders use these portals to get to Lifeside. Let's go get 'em then!



The graphics can look really imposing. Just don't ask them to move too fast!



Each criminal has their own shrine. This guy must be one sick Vegas fan!

shit kickers too much money. While working as Chicago taxi driver, one of his passengers gets assassinated, leaving a big brief case full of cash lying on his back seat. Mike takes the money, sorts out his problems and has enough loot to pay for his younger brothers much needed operation. Too bad that the people who owned the cash came looking for him. In a bid to shake off the deadly attention of the mob, Mike enlists the help of a Voodoo Bokor (That's like a priest, for all you who aren't familiar with the dark arts!) and his nefarious powers of protection. Chickens are killed, dog hair is burnt and pigs are touched up. Oh, the spell worked all right - Mike was safe. Shame the same couldn't be said for his entire family as they get run of a bridge and drowned in a river like unwanted

puppies. Mike survives the attack, only to be racked by immeasurable feelings of guilt. He still owes the Bokor for his services and, since his world is ripped up and he's got no more shit left to give - he becomes a hit man in a zombie trance. As you do I guess.

To make a long story short, A Voodoo Priestess named Nettie sees that Mike has certain qualities that she wants. By knitting Mikes ribs into a Shadow Mask, Nettie transforms him into the Shadow Man and gets herself a henchman who's able to travel from Lifeside to Deadside and sort out any problems with hot-lead diplomacy.

But oh, no. A force of immeasurable evil known as Legion has gathered together five of the world's worst serial killers to set about the Earth and provide ritual sacrifices. They threaten to send the world into an eternal hell and bring about Armageddon. Each killer works true to form, giving you some rather messed up victims to step over as you track down the criminals. They're orchestrating prison breakouts. They're stalking the London underground. They're getting busy with their dark plans, and since these guys



Well, if you're going to drink meths - expect to burst into flames! Told you.



This'll be the Cathedral of Pain. Not the sort of place to get married.



First-person perspective is great for scaring yourself. But you can't move. Ouch!



Hang-on a moment, can't we just talk about this? Nah, though not - 'Ave it!

have been given powers of purest evil, they're a right bastard to kill. It's up to you to wade through worlds of disease and effluent, travel between worlds, solve puzzles and kill a large amount of psychopathic demons. As you wander about Lifeside you'll take on the guise of Mike Leroi and are prone to all his human frailties. Gaze into the eyes of your dead brother's teddy bear and a link is formed with Deadside and off you go in your Shadow Man form - Tougher,

'What she says goes, you're an anti-hero in need of some serious anti-perspirant and you've got a job to do.'



Oh, you'll know when you've killed 'em. They start exploding in green light!

stronger and complete with rave-friendly glowing eyes. Since You're all ready half-dead and don't give a damn what happens to the world, you'd really rather sit at home and listen to sad music. But Mike/Shadow Man isn't in complete control of his actions, Nettie has you



See those squares? Now you know how many dark souls you need to get the gate open



Wade through blood just 'cos a lady asks you. The things men do eh?



The wind howls and bells chime. Shame the frame rate can't match up.

under a spell and they're nothing you can do. What she says goes, so hold your nose and get ready for a world of pain, you're an anti-hero in need of some serious anti-perspirant and you've got a job to do.

The architecture of Deadside is a chaotic meshing of stretched flesh and corroding masonry. The design shows of its graphic novel origins perfectly and you can tell that some extremely sick people had a ball designing the levels. Congratulations are in order to any development team that can construct a game that you want to play so much, you don't let some rather obvious faults stop you.

So you've navigated the early sections of this free-roaming game. You've learned how to use both hands to use equipment. You know how to transport yourself between locations using a teddy bear. And now you've come to the first real platform section. We're talking old-skool moving ledges here. Miss a leap and you are burned to death in a pool of lava and back to the starting point you go. But that's not the problem. Now, when you jump onto a ledge, drag yourself up and start to get



Ooh, the power of dark magic eh? I'll open any door in the world!



Duh, duh, duh, another spook bites the dust! Time to dance! Baby!



He may be almost dead, but he sure can swing like a twitchy baboon!



Glowing eyes, glaring chest - booyakasha! Let's go to Gatecrasher!

cocky that you've made the death-defying leap something strange happens. Not all the time, but enough for you to scream "BUG!" All of a sudden your feet turn to grease and an invisible hand gives you a good hard push. Argghh! Down you fall. Up you burn and back to the beginning you bloody go! After much persistence you can make your way beyond this section, and believe me - it's worth it. Now close your eyes and tell

our beloved console. Sadly, it seems like Shadow Man is being pushed to hard and just can't keep up. If you are a forgiving player, then Shadow Man will provide you with hours of rotting

'Miss a leap and you are burned to death in a pool of lava and back to the starting point you go.'

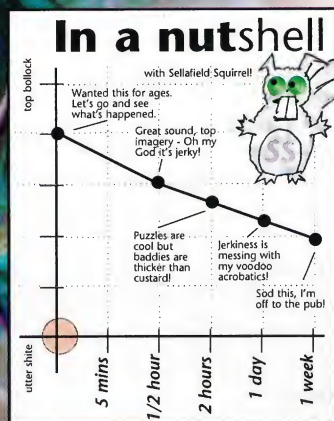
yourself, this is a great game - that bit of frustration doesn't matter a bit. Good, next problem.

Titty twister

Ever since a certain big-breasted animal hater robbed her first sacred tomb, we've been use to silky smooth graphics. Soul Reaver added to the genre with some very tasty lighting effects and top-class animations. So why do we now have to put up with a frame-rate that stumbles around like it's mortally wounded and awaiting a deathblow? True, the game includes beautiful transparency effects, zero pop up, no fogging and an overall feeling of murk and foreboding. If this was a PC review we'd say, tough titty - get yourself a 3d accelerator and stop whining! But this is a PlayStation game. The code should take that into account and give, above all else - make it right for

flesh action and adventure. The true crime here is that had everything been smoothed out and all the faults had got a good dose of bug-away spray, then we'd easily be talking about a game that deserves a middle nineties score. As it is, and it really pisses me off to say this, Shadow Man should be checked out before you shell out.

WILL PRO



Welcome to the Marrow gates! It gets its name 'cos it's made of marrow!

The Verdict

Graphics ☆☆
Sound ☆☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

Out now £39.99

It's rare that we see a game that contains so many top-bollock elements but is ultimately let down by glitches. On every other format, Shadow Man grins like a coke-fuelled bastard. On the PlayStation it just seems to flounder.

Alternatively: Soul Reaver - Eidos ☆☆☆

dual shock analogue • memory card • one player

Published by Acclaim

PRO 70%
Rated

Wip3out



The world's flyest space racer is back to buzz your brain

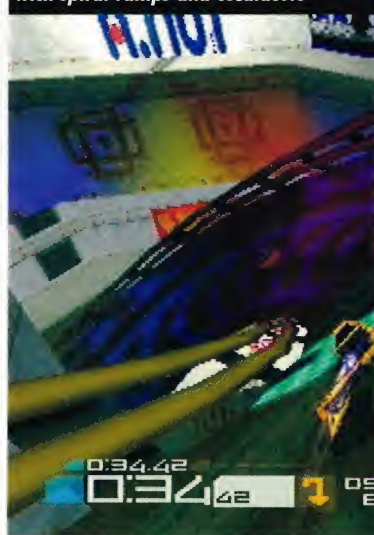
The Sixties had dancing hippies and psychedelic music, the Seventies had pointy clothes and gritty films, the Eighties had bad hair and cocaine. So what has the Nineties got?

All of those things and everything else. The last decade of the millennium is a plump melting pot of just about every style and fashion regarded as cool at one time or another, simmered down and filtered into its purest form. This is where our beloved PlayStation comes in. As the most fashionable of the consoles, the PSX has managed to consistently bring us the essence of cool entertainment.

The first game to tell the world that PlayStation was, and always will be, the height of fashion was Wipeout.

The Wipeout world is one built on pure adrenaline and unmitigated speed. It is a world run by megabuck industrial corporations continuously battling with each other for eventual, commercial domination. You will never actually see

The Mega Mall track comes complete with spiral ramps and escalators



Odd little details include colourful advertising boards and streetlights



The replays show off the intricate set design and special effects in full glory



The reflector throws weapons back at your opponents. That'll teach 'em



It's vital you learn the tracks as some of the corners can creep up on you

'The first game to tell the world that PlayStation was, and always will be, the height of fashion was Wipeout'

the humans who control these companies, just the fruits of their labours; super-sleek, anti-gravity racing vehicles that compete in a continuous competition, the evolution of today's

which your anti-grav vehicle catapults around the tracks, and the phenomenally up-to-the-minute artistry that was involved in designing the whole caboodle. The team involved with the

Formula One phenomenon. Smooth troughs, the size of dual carriageways, carve through the countryside and cityscapes to stage the competition. In the beginning Wipeout was the fastest race the world had ever seen. Now, Wip3out is better looking, more streamlined and most importantly, faster.

The most appealing aspects of the first two Wipeout games were the speed in

graphical magic, Designer's Republic, have performed a similarly fine job on Wip3out; this time plumping for a more minimal menu design with mini type and large open spaces. It may not be the ultra dynamic, power logos of Wipeout 2097, but this is 19 years later, and design has moved on. This basic design also makes it a lot easier to navigate between the mass of options



The Asagai being the most graceful of the 8 spectacular craft you can choose from

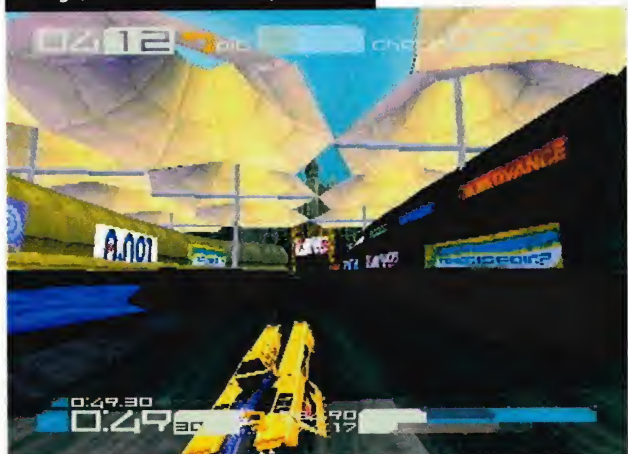


The vehicles fly past like the light cycles in the classic manga film Akira

Manor Park is on the rooftops, tight corners as you leap to other buildings



The pit lane boosts energy if you drive through, and it doesn't slow you down



You'll lose speed if you crash into others, so overtake them on the inside



To keep up with the others, just guide your craft over the blue chevrons



Qirex is one of the faster ships. Shame it has the handling of a Sinclair CS



available in this game.

bright future

Wipeout 3, as with its predecessors, uses a stage system to gradually introduce you to all the craft, tracks and extra options. This is beautifully worked out, you really have to work at it and learn the tricks of the game to progress and gain rewards. The best example of this stage system is the Quick Race feature. To begin with, you have a choice of four of the eight courses, on which you can race one of four craft (there are eight

As in the first two instalments, Wip3out features some serious jumps



altogether). If you finish the first course with all of the available craft in 1st, 2nd or 3rd place, you will be rewarded with another, faster craft. More craft become available as you finish each of the subsequent courses in the same manner, and more tracks become available as you progress through the tracks already unlocked. This system increases the lastability beyond all previous PlayStation racers, as playing the game proper is a learning curve in itself.

chemical beats

Once you've chosen your craft and track, you are placed on the grid and must prepare for blast off. As the soundtrack kicks in (one of 13 music tracks mixed by top DJ Sasha) you realise this is going to be something special. By hitting the accelerator at the right point during the countdown, you can achieve

'If you take it simply as a balls-out racing game, then Wip3out succeeds on all levels'

a turbo start that will put you up with the pack of opposing teams (11 others in a quick race, seven in a Tournament), but either way you will be hard pushed to keep up the first couple of times you play.

Since the vehicles are anti-gravity, the handling is a total stranger to the likes of Gran Turismo and Ridge Racer, in fact it's

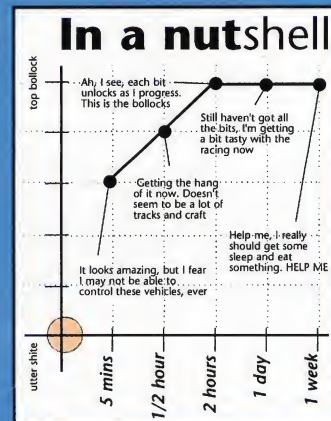


As an added bonus, you can unlock this Prototype mode. Not telling you how

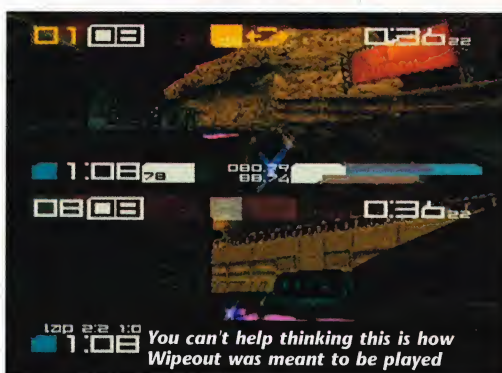
more like trying to fly a plane round a twisty, walled runway without the hazards of hitting the ground. The well-balanced learning curve means that you begin at pretty low speed, but there are speed-up chevrons on the track that give you that all important push when you cross them. The aim of this game is to rocket round at a constant high, so basically keeping your craft away from the walls and smoothly overtaking opponents will give you the easiest ride.

If you take it simply as a balls-out racing game, then Wip3out succeeds on all levels. However, there's more to it than racing, you've got the wholesale destruction thrown in for good measure.

By manoeuvring your craft over the coloured X's embedded in the track, you'll download an offensive or defensive weapon (depending on whether the X is red or yellow when you cross it). A staggering 11 weapons and power-ups (five from Wipeout 2097) can be picked up, ranging from common favourites like homing missiles to more outlandish



Just look at that skyline. You won't feel so relaxed when you hit the next corner



You can't help thinking this is how Wipeout was meant to be played

This new cockpit view gives you a more realistic angle on the racing action



Logical Progression

It may seem that Wipeout hasn't changed much over the years, but there are considerable differences between this third instalment and Wipeout 2097. Just take a look at these screenshots from the successful second game and see just how the development team have made some severe changes.



hardware like a force wall (unleashing an impenetrable wall that stops your opponents dead in their tracks).

city of industry

Just by looking at the screenshots on these pages you'd be forgiven for thinking Wip3out has hardly come on in leaps and bounds since the last instalment. Well, without playing the game you're not going to be totally convinced, but allow me to attempt to change your mind with the following three words: mull tee player. Indeed, the only way to get your mates in on the Wipeout experience in the past was by wiring up two PlayStations and playing on separate televisions. Wip3out puts those games firmly in the history books with a two-player split-screen mode. A reduction in frame rate is unnoticeable, and there's even a widescreen option to make full use of the screen on those rich bastard sets.

Only by playing the game will you also witness the incredible improvement in the graphics since Wipeout 2097. All the tracks are now rendered in hi-res

with an incredible level of scenery detail. Each team vehicle is noticeably different, both in their surface design and in their speed and handling. What's more, all of this graphical finery shifts at an phenomenal pace, with very few glitches. This is no trick of the eye either. By watching a replay of your race you see the track and surrounding scenery from several different angles, showing the amount of love and care that's gone into creating the world of Wip3out. If I were you, I'd buckle up and experience the breakneck thrills of Wip3out for yourself, that's if you haven't got your order in already.

Sam

The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £39.99

A huge improvement on the last Wipeout, a revolution in its own right, Wip3out is the closest consoles have come to an alternative for adrenal injections. Once you've mastered the vehicles, this gorgeous game becomes addictive.

Alternatively: Ridge Racer Type 4 - Namco ★★★★★

Widescreen • dual shock • memory card • two players

Published by Sony

PRO 97%
Rated

NFL Blitz 2000

Fast furious sports game without any rules

I'm wide open! Pass me the ball before you're sacked... anyone got a spatula?



...And I leave the carriage clock with the brass inlay to my niece Veronica

Stop! You know you were just about to turn the page... NFL etc... shit American sport that you're not interested in etc. NFL Blitz, yeah yeah yeah. So what? Well you clowns all managed to miss out on the original when it came out. Nobody bought it. Despite it being one of the most enjoyable games in recent times.

How can an American football game be described as that? Surely it's a time-

consuming tactical sport with more stops than starts and great big fat yanks running for three yards at a time. Well, take the rules out and you've got a right free-for-all.

That, my friends, is the ethos of NFL Blitz – it's all the best bits of a potentially enthralling sport, crammed together in a highly enjoyable NBA Jam style arcade-a-thon.

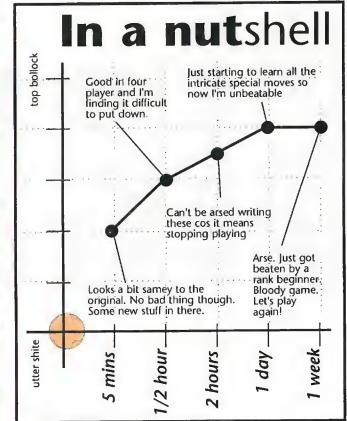
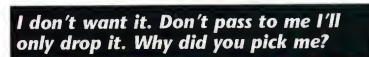
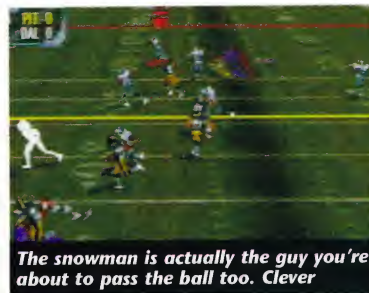
It's not out of place mentioning NBA



Rules? Schmoos! Stand on his windpipe! Grind his mojo into the dirt!

Jam here actually because its creators - Midway, are also responsible for this, as well as the equally under-appreciated Open Ice. You see, you lot always write in and complain that there's no gameplay in games anymore and that more games should be four player and so on. Well instead, of going down the shops





and buying Mortal Kombat 11 or FIFA 2004 year-in-year out, pay attention to what I'm telling you and go and get this. Yes it's American Football and yes it's f@cking brilliant.

As a one player game you'll have a lot of fun trying to beat all the NFL teams on the road to the Super Bowl. In two or four player mode the swearing will reach illegal decibel levels as you claw yet another last minute winning touchdown out of nothing. And that's the best bit about Blitz 2000- the games always seem to be close, with the PlayStation trying its level best to even things up, which makes for some right fun and supplies pissed up gamers with enough impetus to re-

challenge each other to avenge an unlikely defeat.

It's true that gameplay makes a good game a great one, but if we must find a sticking point it's that the unpleasant 2000 crops up in yet another game title. You see, there aren't that many differences from the last version.

True, in comes four player mode and a play editor (only of use to anally retentive Americans really) and things have generally been polished up a bit, but if you do happen to have the original and no friends, then what's the point?

It's fair to say that that there are far too many American sports games available on the PlayStation. By a long chalk. But at least Blitz tries to offer out-and-out fun rather than a festival of statistics that we simply cannot comprehend. There's something

'There's something satisfying about pole-axing an opponent illegally off the ball as he tries to catch a pass. Incredibly satisfying!'

satisfying about pole-axing an opponent illegally off the ball as he tries to catch a pass. Incredibly satisfying! And they'll be seething with indignity until they get their own back seconds later.


Despite a plethora of special moves and hidden shit it's still simple enough for somebody to pick up and beat an expert with their first game, such is the way it works, so that means anybody can play. I've been playing Blitz for over a

year in some shape or form and yet Lewis cracked me, whipped my arse raw and totally humiliated me first time he's ever played it. And he's deformed.

It'd be lovely to see this riding high at the top of the charts in a few weeks, but we all know it won't happen. Lara will be there, FIFA will be there along with the same old crap as last year. You mad, mad crazy, crazy fools.

Chicken **PRO**



Multi-tap • analogue • memory card • four players	
The Verdict	Out now £39.99
Graphics ☆☆☆	An improvement on a fantastic title. There are few games that keep me going as long as the original Blitz and this refreshes the whole experience and chucks in a multi-tap mode for good measure. A great laugh and good fun.
Sound ☆☆☆	
Gameplay ☆☆☆☆	
Lastability ☆☆☆☆	
Published by Midway	
	

Alternatively: Madden '99 - EA Sports ★★★★★

Sled Storm

**Blackpool North Pier proudly presents:
Need For Speed ON ICE!**



Very nice trick. Loads of points, but you're gonna snap your spine!



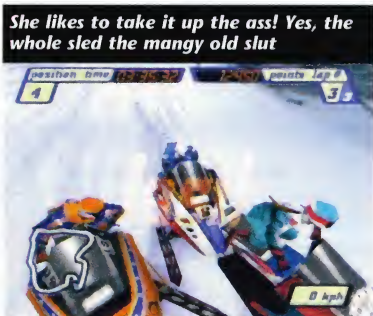
The other racers barge you about and try to block off the best routes



Speed across semi-frozen rivers in the sled, but slow down and you sink



There's no second place in this game, finish first or you'll lose a continue



She likes to take it up the ass! Yes, the whole sled the mangy old slut



Are you a right knob'ead? Wanna spend the rest of your life sucking suet through a straw? Neck-braces and bone-pins look fashionable to you? Then why not rip the wheels from a motorcross bike and chuck

recreate the tension of 200mph+ street racing, Sled Storm kicks up a blizzard of high speed thrills.

The snow effects are the best yet seen on the PSX. Huge plumes of slush whip up from the back of the sled, whose

'It's up there with naked luge as the world's most ridiculous sport, but it look bloody incredible'

it and you off a mountain? What are you hanging about for – is your life exciting enough or something?

It's up there with naked luge as the world's most ridiculous sport, but you've got to admit, sled racing looks bloody incredible. And, thankfully, Sled Storm translates every bit of that lunatic, polka-dot bandanna wearing, speed freak crazed action onto the PlayStation. EA are responsible, and there's a definite Need For Speed look to the graphics, but where that game fails to





Slam into your opponents and you can send them careering off a precipice



Grab some air and pull and trick before you get a face full of stinging slush

tracks bite into the banks and drifts carving the snow up into impressive looking trails. Your sledder meanwhile fluidly lunges and leaps around the sled, angling their body to keep from becoming a mountainside stain. Then to add to the lunacy, at the height of a cross mountain peak leap, they'll attempt point winning tricks that'll have the commentator whirling his tongue around in a frenzy. Pull off a totally sick one-handed superman



Learn the shortcuts and you can get past even the fastest sledders with ease

and you don't even get arrested!

Each character you choose from has a list of abilities, but it's their trick prowess that will earn you the points, which in turn earn you the cash. You've got to win the race to progress to the next course, but what you're really interested in is money to do up your sled. You can customise everything from the ski blades, chassis, spotlights (for the night tracks), engine, brakes and treads. You've got to upgrade to keep with the pack, but then you also want to look like the coolest bastard on the slopes too.

The courses in championship mode send you down a range of mountain slopes with multiple routes for the riders to take, each short-cut becoming trickier to master but delivering greater

All the tree needs now is a Christmas fairy on top. Oh here come one now!





rewards should you land that 200ft drop in one piece! The sleds are versatile little beasts too, able to cope with snow, ice, rivers (as long as you have enough momentum) and even disused mineshafts, which means that each of the four riders can take their own favourite routes down the stages. Or you can opt for super snocross and race in

style four player split-screen multiplayer, where you and three mates can grab yourselves a corner of the telly and battle it out without slow down in a quick race head-to-head. But it doesn't end there.

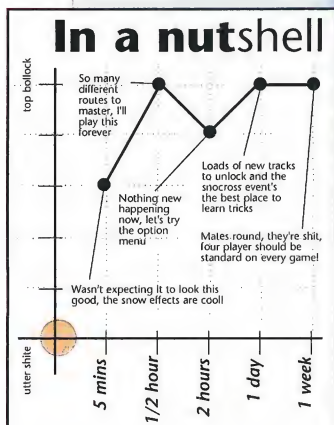
'The commentator screams "That's a real crippler!" as you try to unstick your gonads from the handlebars'

motorcross fashion round a circuit built to provide the highest jumps and suicide falls, as the commentator screams, "that's a real crippler!" you'll be trying to unstick your gonads from the handlebars.

Sled Storm even includes a V-Rally 2

You can also enter the four of you into a multi-player championship and compete for prize money to soup up your sled and put your mates to shame. It's completely brilliant!

Lewis



Maniac mechanics



Bigger engine more power



Cutter skis better handling



Graphite brakes cool brakes



Light chassis faster sled



Power reverse obvious



Racing chip performance



Single pipe increases bhp



Slick start one pull restart



Tune-up temporary boost



Uberflex shims handling



Tail scoop rooster snow tail



Spotlight nightblindness?



multi tap • dual shock analogue • memory card • four players

The Verdict

Out now £39.99

Published by Electronic Arts

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★
Lastability ★★★

Sexier than Will in his push-up bra, Sled Storm shows that not all X-treme sports have to be no-brain, no-gameplay heavy metal thrash-fests. It'll tweak your mind, dazzle your eyes and... shit they've left in the Grunge tunes... oh well...

Alternatively: Cool Boarders 3 - Sony ★★

PRO 90%
Rated

Destrega

Seriously poor mystical fighting fudge



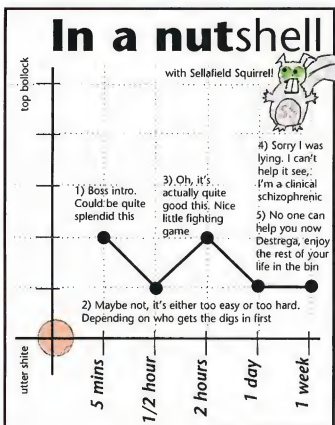
Nice intro lady, shame about the huge pile of pig-shit pie that is the game



This girl has a magic balloon that turns into a flying assassin. Stitch that you



Several 3D arenas are available to you as you fight the enemies, this is one of



It's not impossible to still find an area of the PlayStation fighting genre that hasn't been explored in the past. A gander at the import game Ehrgeiz showed an alternative side to the fighting coin. Players were pitted against opponents in a variety of settings, in which the whole room could be utilised. Instead of the Tekken set-up where you simply fight on a flat surface, in Ehrgeiz you can fight on the staircases, scrap on platforms and shit-kick in the basements.

Destrega is a fudged up spin on this idea.

old scraps

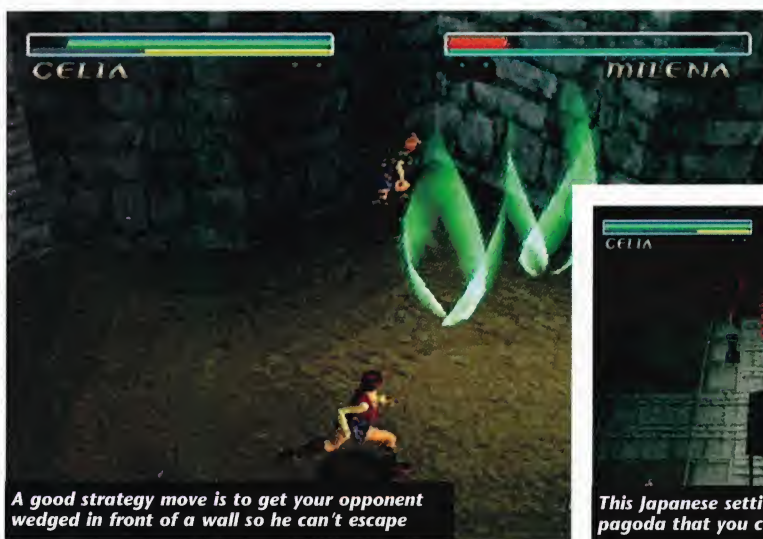
If it were simply a case of Destrega being a massive pile of manure, then it would be easy to sign it off as a shelf-filler and get on with our lives. But it's much worse than that. You can see that some poor souls have actually worked hard on parts of this game. The CGI sequences are nicely rendered, the character

animation isn't particularly jerky, and the weapons your characters use are well thought out. It's a shame that any time at all was spent on these features when the game itself is actually supremely bobbins.

The fights take place in a number of arenas, with obstacles such as walls and arches scattered around the place. To fight your adversary, you must use the buttons to unleash the magical powers you carry. One may fire a fireball, another may scatter bombs around your opponent depending on the character you choose. The trouble is, that's all the gameplay you're given. As there are only obstacles to stop you getting hit, the game's are either won or lost in seconds,

making it about as fun as flipping a coin. There is a Story mode thrown in, but this just divides the battles in a fancy way. Avoid this, or be seriously disappointed.

Sam



A good strategy move is to get your opponent wedged in front of a wall so he can't escape



This Japanese setting has a handy pagoda that you can use to hide behind

The Verdict

Out now £39.99

Published by Grolier Interactive

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

If you're looking for a game that's a little bit different, but without being plain stupid, Tank Racer is it. It's a fair bet that if you're thinking "tank racing? top bollocks idea!" then you'll love it as it achieves everything it sets out to.

Alternatively: Evil Zone - Titus ★★★★★

PRO 33%
Rated

LMA Manager

PlayStation footy management joins the all time hall of fame at last!



"Yes. Small boys in the park, jumpers for goalposts, aaaaah"



It begins with no more promise than an injury ravaged Barnet team playing a friendly in Brazil. And then, in no time at all, it transpires that Barnet have banged 15 past the gold-shirted gods, somehow got their hands on the World and European Cups and are snorting charlie off flamenco dancers' knockers on the coach back to heaven.

Because behind the standard introduction where players run like blue arsed flies to the sounds of a second rate

dance beat lies the - yes, yes, we're going to say it - joint best football management game of all time.

To understand why only "joint best" applies we

must commit the cardinal sin of mentioning a different game on a different format. Championship Manager 3 (or 2) on the PC. Sorry. Everyone whose interests include footy and videogames has heard of it, and to those who've experienced its army of stats, array of options and seamless blend of... well, brilliance and brilliance, it alone almost justifies the shelling out of over a grand.

And people have (ahem). And they haven't regretted it. But now they might. Because now, it turns out, they didn't need to. Arse, then.

Back hander

In a fit of inventiveness so simple it's an outrage no-one's thought of it before, what you're faced with in LMA Manager aside from the "normal" method of play is a choice of eight challenges designed to test your full range of management skills. Each of these runs for a set duration of between three weeks and four seasons (or in new money, a couple of hours and a possible lifetime) and, between them, challenge you to prove yourself at every domestic level. Just eight weeks to beat the drop from near the end of the season; just eight weeks to win the title from a seemingly impossible position; a full-length season to go unbeaten at home or the challenge of three

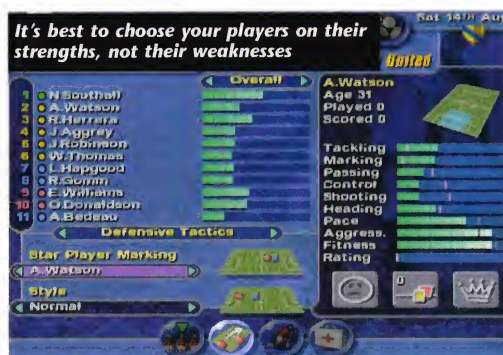


As the proper games load up, you get to gander at your magnificent line-up

The CGI sequences give you a taste of the attitude you'll see on the field



Believe me when I say that you don't want to see Big Ron looking this pissed



promotions in the space of four years. Etcetera.

Stat-tastic!

These are aspects of the game that you'd be trying to achieve anyway, but to take 'em and shape 'em into something on their own is to open up this long, long game to a whole new kind of person: the impatient twat. They're accessible, fun and finger-bendingly cuss-like-a-motherf***er difficult, but most important of all, they're merely the icing on a cake so tasty it could have been baked by Delia Smith. The great

steaming Norwich-supporting trog. Aside from these creative mini-games there's the matter of the big cahoots - the open-ended affair. The leagues on offer are the English leagues with any team available from the off. And it's pretty much business as usual, with team and staff

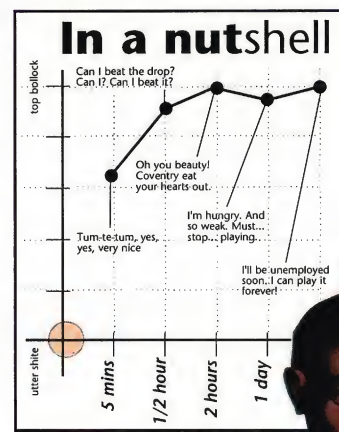
selection, tactics and wheeler-dealing in the transfer market the order of the day. Or week. Or, in all likelihood, next couple of years. But everything's so well done. There are so many backroom staff

and, with the right sort of adjustments, sit back and bask in the glory of a job well done.

Plus, everyone's so friendly! At least to begin with. No boardroom skulduggery here, but a statement of what's expected even before you jump on board. There's a predefined season goal for every team, ranging from automatic promotion or a place in Europe, to the desperate hope for a position any higher than bottom of division three.

Everything, it seems, has not only been thought of but carried off with something close to perfection. Even the stadiums are fully upgradable and the in-game action is, for once, way above bad.

There are many options to change the way your players work the field



'Everything, it seems, has not only been thought of but carried off with something close to perfection. Even the stadiums are fully upgradable and the in-game action is, for once, way above bad.'

to choose that it's actually daunting. But choose to go it alone for a season then compare it to a season with your backroom boys on board and you'll soon see the point. And pay careful attention to the players' performances not just after a match but at any time during

Not great, but in truth it's the only damn thing that isn't in, what we're quite prepared to predict, is and will for ever be finest management game to grace at least this generation of PlayStation. Get in!



The Verdict Out now £39.99 Published by Codemaster

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Calling the FA Cup the National Cup makes everyone look like bastards, but that's big business for you, and if it's the worse thing we can say about the game (and it is), you know how to spend your next available 40 notes.



Alternatively: Premier Manager '99 - Ubisoft ★★★★★

Find out what our team of experts think about every game reviewed in Pro this month. Need further convincing? Look right here!



chicken



natalie



Wip3out
sony page 52

Love the tunes and eyeball caressing visuals, but I've been here before and I wasn't that good at it then. Wip3out supremos will cream over it though, since the spit and polish has brought up a truly stunning game that is as futuristic as it is nostalgic ☆☆☆

Fantastic futuristic game at the helm of fast-moving, stomach-churning, adrenaline-pumpin' speedy space racing games with cool graphics to put the icing firmly on the cake. Yes sir, this is mostly certainly one for the speed freaks out there. ☆☆☆

NFL Blitz 2000
midway page 56

Gameplay! You lot whinge and whinge to me that games are all about flashy graphics and pyrotechnic special effects that lack content and true gaming genius. Well, stop your chundering and get yourself a copy of NFL Blitz. That's my secret for long life! ☆☆☆

YAWN! Same old, same old. If you enjoy typical, predictable, secure, safe American footy-type games with no skill needed— then you'll love this little offering. Personally, I prefer a game that needs a certain amount of skill and can improve my life. ☆

Sled Storm
electronic arts page 58

I raved about this at E3 when I played it on the EA stand, and it went on and on about it when I got back from Los Angeles. Thankfully, it's every bit as good as I remembered and has lived up to my hype. This and Blitz are my games of the month. ☆☆☆

Speed traps ahoy! If handling sleds at ridiculous speeds is your idea of fun then Sled Storm is for you. If, however, the thought of yet another snow-bound, rubber burner, adventure in the mountains makes you want to gag leave it... I said leave it! ☆

Destrega
sony page 61

Dull in two player and wrist slashingly bad in one player, Destrega disappoints from the moment the disc starts to spin. A poorly thought out fighting system and boring storyline make this a real turn off. ☆

Another mystical, fantasy adventure which looked promising but didn't quite develop. At least the thought was there. The graphics aren't actually too bad, but sound quality and lastability are best not mentioned. ☆

LMA Football Manager
codemasters page 62



I agree with Paul that this is the best football management game to hit the PlayStation and one that should close the traps of PC owning Championship Manager geeks. Now you too can become a celibate, girl-hating hermit just like Paul. ☆☆☆

Boring! I detest football...whatever guise...so mine would be an unfair comment. (Phew! got out of that one!)



will

Yes it's fast, and yes it looks good. Is it that different from the previous versions? Not really. The four-way multiplayer option is great for a burn, but I can't help thinking we've seen this all before. WipeOut kick started the PlayStation, now it's ending it. Hello? Fresh ideas? ☆☆☆

Take rugby, mix it with the playground classic British Bulldog, add silly amounts of armour and let the Americans think they're hard. Okay, I'm not the biggest fan of American Football, but this is as good a PlayStation version as I've seen. Love the game, you'll love this. ☆☆☆

It's like playing one of the snowing chase scenes from a Bond film. But without the sex, violence and huge amount of Martinis. It's got Four-Play, it's really smooth and I rate this higher than Wip3out. If you like original racing games – get this. ☆☆☆

I...Just...Don't...Get...It! You spend what seems like an iceage watching an incomprehensible story and then you get to play. Well, you get to chase each other round and round like a pair of love-sick teenagers. Very weird. Avoid ☆

Although these type of games are basically databases that throw in a few random elements at you, you can't deny the addictive appeal of making it as a cigar chewing manager big-wig. There are many out there and this is the best. Sorted! ☆☆☆



sam

Not being too clever on the subject of Yankee footy, I thought NFL Blitz was a welcome relief and a hell of a lot of fun. The sequel brings more of the same with many welcome additions. American Football fans may not get what they want, but that's no bad thing ☆☆☆

Like many of these office monkeys, I spent a hell of a lot of time playing the preview of Sled Storm when it came in. Luckily, the finished version is just as successful. Take the best of the James Bond films and erase the cheap special effects and you've got this ripping racer ☆☆☆

I've always found football manager games to be stat heavy boredom generators and this baby's no exception. It sure looks like it could be the best manager game on the PlayStation, but it still looks as boring as a six week bible reading conference. So therefore... ☆☆



lewis

A sequel that taps from a massively successful vein, Wip3out still manages to drop the jaw despite bogus claims of unoriginality. This is the slickest, fastest and most cleverly constructed of all the WipeOuts, and before they start on a PSX2 version, this remains the bollocks. ☆☆☆

Chicken's been boring the office with his "I'm invincible!" chants for months. He reckoned he could beat anyone (having played the first game for 12 hours a day). I beat him first attempt and now think this is the best game I've ever played. ☆☆☆

A month completely filled with top quality games? No chance. Destrega had to come along and spoil it all. Not that it's awful, just that it's really, really dull. Rent it if you don't believe me. ☆

I passed on the chance to review this, I couldn't stomach another mediocre footy management game. But Paul convinced me to try it out for a few nights and now I'm hooked. I should have known that Codemasters wouldn't peddle out a load of crap! ☆☆☆

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Miss Bea reckons... **You'd be a right tit not to**



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t

tips & tricks

Relief with

tips

Can't race, Can't fight and you sure can't summon the power of the gods. Keep smiling, I'm here to wipe away your tears and mop the sweat from your brow. Keep those letters flowing and I'll keep you updated with all you need to stay up all night!

Colin McRae *page 69*
Faster than rats up a drainpipe!

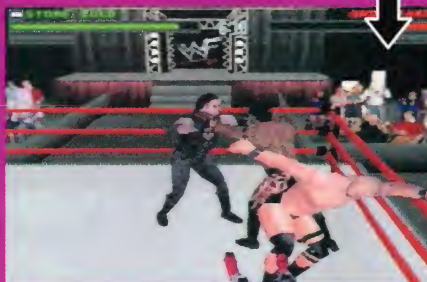


WCW/NWO Thunder *page 71*
Harder than a Glaswegian bouncer!

It's that time of the month when the office falls silent and I'm allowed to do my slinky gaming stuff. All you racey boys can keep on smiling, I've given Colin McRae a complete re-greasing as he screams into on the Platinum range. If that doesn't get your grease gun then get help with WWF Attitude and perfect your groping skills. Trouble handling big weapons? Easy, I'm talking about Time Crisis and Omega boost here. Both of which have been pulled and poked till all their secrets are ready to splash out.



WWF Attitude *page 70*
Spandex and splendour!



eats

Miss B Colin McRae



Q Dear Creamy arse Miss Bea', I love frolicking about in mud and was wondering if you'd fancy a bit of dirty slap and tickle in the woods behind my house. I know a very romantic place. Falling that, Could you show me how to keep my rubber in place with Colin McRae? Help me mistress, I've been a very naughty boy.

Matt Williams, Fleet

A That offer sounds very cleansing, but I'm only prepared to use volcanic mud from Iceland. It's so good at keeping my skin soft and smooth, but it can be a bit of a pain getting it out of all my nooks and crannies. Looks like you're going to be getting down and dirty on your own.

- Peasouper - Adds fog to all stages
- Buttonbash - Power accelerator
- Heliumnick - Co-driver has a squeaky voice
- Directorcut - Allows you to play with replay
- Kitcar - Gives you a turbo boost (press SELECT when the green bar is full)
- Moreoomph - Double engine power
- Forklift - Rear wheel steer
- Trolley - Gives your car 4 wheel steering
- Green Jelly Car

Enter "BLANCMANGE" as a name. Then, start a game in rally or time trial mode to race in a wobbly car. Play in the Dark To race in the dark on any level enter your name as NIGHTRIDER and then start any race plus you will notice that some of the blocked of roads are now open. If you go down them then the car will stop and the lights will go off, then a beam of light will flash on to the car and lift it in to the air.



Populous page 72
More power than a nuclear buffalo!

Omega Boost page 73
Brighter than a razorblade smile!

Games this month			
69	Colin McRae	72	Populous The Beginning
70	WWF Attitude	72	Broken Sword
71	WCW/NWO Thunder	73	Omega Boost



WWF Attitude



Word up Be!

I was listening to this song on the radio the other day, I think it was by a band called the Divinyls or something. Anyway, it had this bit in it when the main chick sings "When I dream about you, I touch myself." Obviously I thought of you. Then I went and played WWF Attitude so I could create a wrestler who looked like you. She looked more like Roseanne. Oh well, I'm a right git and really love these games, but can't seem to do too well. Go on, give a young man a hand and I promise never to darken your doorway again. Yeah and I suppose a shag is out of the ...

Mark Hattersley, Sheffield.



So you fancy a tussle do you Mark?

Trust me, when it comes to getting in a dominant position and applying the pressure, I will always come out on top. But you knew that already. And on top of everything else you want a shag.

Sorry, I'm all out off cliffside sea foul. You guessed it, this month I've been getting in to birds.

But a girls got to experiment, hasn't she. Enough talk, some

hints to make wrestling less greasy and more satisfying.

Alternate Costumes

When selecting your wrestler during any mode other than Career Mode, press X for the default outfit, hold L1 and press X for outfit 2, hold L2 and press X for outfit 3 and hold R2 and press X for outfit 4.

Bonuses

To unlock what seems to be all the codes in WWF Attitude, you must bring a wrestler through the entire Career Mode successfully (meaning win the Heavyweight Belt at the end).

By winning the European Championship belt, you unlock the following modes:

New Custom Stuff (a few new Create a Wrestler items added)

Sable and Mero

Trainer unlocked (play as Jeff Robinson, "The Trainer")

Squeak Mode (Squeaky voices)

During the King of the Ring, by winning either the first match or the whole

tournament, you unlock the following code:

Taka and Kurrgan

By winning the IC Championship belt, you unlock the following codes:

Slaughter and Michaels unlocked Extra Attribute Points (three additional Attribute Points in Create a Wrestler mode)

Big Head Mode (everyone has a big head)

By winning your match at Survivor Series, you unlock the following mode: Jaqueline and Chyna

By winning the Royal Rumble, you unlock the following mode:

Lawler and Bearer unlocked

By winning the Heavyweight Championship belt, you unlock the following modes:

Beep Mode (enable this in the Utilities section and certain words are "bleeped" out)

Ego Cheat (wrestlers heads swell when winning a match)

Head unlocked (play as Al Snow's dummy head)

Random Wrestler Selection

When selecting your wresler, press R1 and the icon will be randomly placed on a name.



WCW/NWO Thunder



Dear Miss Beatrix Havin'

I love you, but I need cheats as well. So it was a decision between asking you for nude pictures of yourself or asking for cheats. So I thought hard and I decided to ask for cheats. Can you please give me (other than pornography) the signature moves to all the wrestlers on WCW/NWO Thunder, just like you did for Mark Nicholls from Cardiff with WWF Warzone

Thanks Miss B. Oh, I have time to ask you for your prize for start letter. I really want to shag you. Please give me the cheats and the picture.

Love Nick, Surrey

P.S My bedroom wall is covered with pictures of your lovely body. I have about 199 pictures of you, PLEASE, PLEASE can you give me my 200th Picture?



And what would you do when you finally got you 200th picture? Trust me Nick, anticipation can be a lot more fun. So guess what? I'll keep yo hungry for that photo. Maybe I'll send you one of my life-size cut-outs. Or maybe not. keep checking the post and watching the skies for flying porkers.

Hidden Wrestlers

At the title screen press R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select.

Signature Moves

Key:

Forward - Forward
T - Triangle
Back - Back
S - Square
Up - Up
X - X
Down - Down
O - Circle

(OG) - When opponent is on the ground
(TB) - When you are standing on the turnbuckle

(OT) - Opponent must be unconscious on the turnbuckle

(*) - Finisher Move—

All characters are in order of appearance on the menu, and all moves are done as if you are facing to the right.

Hollywood Hogan

Guillotine Leg Drop: Up, S, S, X (OG) (*)

Bret "Hitman" Hart

Sharpshooter: Down, S, T, S (OG) (*)

Sting

Scorpion Death Drop: T, T, O

Stinger Splash: X, O, X (OT)

Scorpion Death Lock: Down, S, X, S (OG) (*)

Lex Luger

Forearm Smash: T, T, T

Torture Rack: Down, T, S, T (*)

Giant

Choke Hold: Up, T, S

Choke Slam: Up, X, O, O (*)

Diamond Dallas Page

Spinning Pancake: T, O, O

Diamond Cutter: Up, X, X, O (*)

Raven

Cheap Shot: S, X, S

Evenflow: Down, Forward, T, T (*)

Saturn

Death Valley Driver: Up, X, X, X (*)

Goldberg

Spear: Down, T, O, O

Jackhammer: Up, T, T, T (*)

Kevin Nash

Sidebreaker: S, S, T

Jackknife Powerbomb: Up, S, X, S (*)

Scott Hall

Fallaway Slam: Back, T, O

Outsider's Edge: Up, S, S, X (*)

Curt Hennig

Hennigplex: Back, T, T, S (*)

Randy Savage

Atomic Elbow: Up, T, O, T (TB) (*)

Rick Steiner

Back Pancake: Down, T, O, O (*)

Scott Steiner

Power Bomb: X, X, X

Steiner Recliner: Down, S, S, T (OG) (*)

Chris Jericho

Lion Tamer: Down, S, S, S (OG) (*)

Brian Adams

Tilt-O-Whirl: Up, T, T, T (*)

British Bulldog

Oklahoma Slam: Up, S, S, S (*)

Booker T

Scissor Kick: Up, T, S

Harlem Sidekick: T, O, T (*)

Dean Malenko

Texas Cloverleaf: Back, T, S, S (OG) (*)

Wrath:

Death Penalty: T, S, S

Meltdown: Back, T, T, T (*)

Ultimo Dragon

Dragon Sleeper: Down, S, T, S (OG) (*)

Kidman

Shooting Star Press (7-Year Itch): Up, T, T, T (OG) (*)

The Disciple

Apocalypse: Back, S, X, X (*)

Chris Benoit:

Crippler Crossface: Back, T, T, S (OG) (*)

Scott Norton

Shoulder Breaker: Back, T, O, O

Konnor

Tequila Sunrise: Down, S, S, S (OG) (*)

Jim "The Anvil" Neidhart

Football Suplex Down, T, O, O (*)

Rowdy Roddy Piper

Sleeper: Back, T, O, O (*)

Buff Bagwell

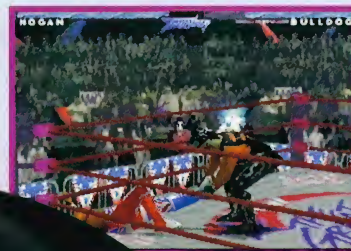
Blockbuster: Forward, T, T, O (*)

Kanyon:

Flatliner: Back, X, X, X (*)

Alex Wright:

German Suplex: Up, S, T, S (*)



Populous The Beginning

Q Dear Bea
I'm not going to be one of those guys who goes on about your breasts (although they are like a pair of fat labradors that can't wait to come out to play!) or your fine arse (Which reminds me of a fleshy peach that's escaped the fruit bowl and is out looking for attention) I'm not even going to mention that you are the answer to every man's (wet) dreams. And a few girls ones too. No, I just want to be a mighty priestess in Populous: The Beginning, so give me some Xplora codes - 'cos I'm a right nob and own all PlayStation peripherals. Maybe after I finish it I can come around and prove to you that nine inches is better than four?

Yours, in a not-at-all horny way (You dirty little pant-popper!)

Jon Felder, Southampton.

P.S are you a good gardener? Do you have green fingers? I bet everything you touch just can't stop growing!

A You certainly know how to keep yourself, don't you Jon. Don't be shy, you just let go with your thoughts. But you don't want to hear me going on and on do you? Didn't think so. When you've finished playing at being a religious nut, maybe you should get yourself a maths book and look up the difference between centre metres and inches?

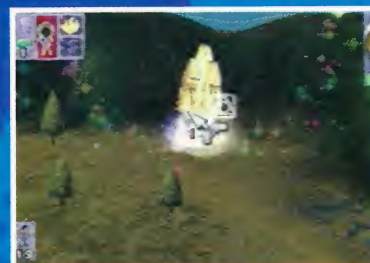
All Shaman Spells

873ADA64C134
873CDC66C134
873EDA68C134
8740DC6AC134
8742DA6CC134
8744DC6EC134
8746DA70C134
8728CC72C134
872ACA74C134

Unlock All Levels

87F2BFBB3436
87F6BFBF3436
87FABFC33436
87DEAFC73436

87E2AFCB3436
87E6AFCF3436
87EAAFD33436
870E9FD73436
87129FDB3436
87169FDF3436
871A9FE33436
87FE8FE73436
87028FEB3436
87068FEF3436
870A8FF33436
871E6F073436
87226F0B3436
87266F0F3436
872A6F133436
873E4F072446
87525F1B3436
87565F1F3436
875A5F233436
873E4F273436
87424F2B3436
87464F2F3436
874A4F333436



Broken Sword

Q Dear Miss Bea Havin'
Please could you help me, I'm stuck on Broken Sword 1. I've got past the Maric Market and found a fan belt for Ultar, He's taken me to Bull's head Hill, I've climbed down and opened the door, found the dead body, looked at the wall then the door opens, then every time I get shot, Could you help me, pretty please.

Yours gratefully

Claire Kemp, Cleveland

A You get straight down to business don't you Claire. I bet that makes a very popular girl at cocktail parties. Since your such a

straight forward lass with no hang-ups about my cleavage, I'd be glad to give you some pointers.

Meet Ultar at the truck and give him the roller towel. Use the stick/towel on the crack at the cliff edge and climb on down. Examine the niche in the rock 'till you find the ring. Give it a good hard yank. Search Klausner's body, look at Baphomet and read the inscription. Don't lie to Khan. Say you want to die like a man. When he offers to shake your hand, agree, but select the buzzer in the grace period. While he's down, take a deep breath and jump off the cliff. Don't worry, you'll be safer than Gaz in a Dutch knocking shop.

Omega Boost

Q Dear goddamn sexy Miss Bea' I'm a horny toad who likes to play. But don't think you can tease me with your sexy ways, I'm into amphibians and Omega Boost! It's the dogs! No, I may be amazing at catching dragon flies with my 12 inch tongue, but when it comes to hardcore gundamn action, I'm slightly disappointing. Not really bad - just not as good as I could be. Maybe I should eat more eggs. Anyway you, rocket-charger - help me out or I'll hop over to your pad for a spot of spawning.

Toady Toad, Droilwich

A Hey Toady, You may be a bit on the green side, but apart from webbed feet, we're not as different as you may think. I mean, were both good at unsticking flies from their natural surroundings and feasting. My tongue technique is second to none. Now, these cheats will help you, but just like life - the harder you try, the more you will receive.

U1 Zone

Finish the game using the hard difficulty setting with 90 AP and don't using any continues.



U2 Zone

Finish the game using the hard difficulty setting with 60 AP.

U3 Zone

Finish the game using the hard difficulty setting with 50 AP.

U4 Zone

Finish the game using the normal difficulty setting with 90 AP and don't using any continues.

U5 Zone

Finish the game with the normal difficulty setting with 60 AP.

U7 Zone

Finish the game with the hard difficulty setting don't using any continues.

U8 Zone

Finish the game with the normal difficulty setting.

U9 Zone

Finish the game with the normal difficulty setting don't using any continues.

V5 Zone

Finish the game with 60 AP

Inner Level A

Finish the game with 60 AP (with invincibility, all weapons at level 9)



Inner Level B

Finish the game with the hard difficulty setting with 90 AP (with unlimited special attacks, all weapons at level 3)

Inner Level C

Finish the game with the normal difficulty setting (with highest speed, all weapons at level 9)

Inner Level D

Finish the game with the normal difficulty setting with 90 AP (with



five-way attack, all weapons at level 9)

Inner Level E

Finish the game with the hard difficulty setting (with improved speed when moving up, down, left, right, all weapons at level 9)

Control the loading screen:

Press the D-pad or Analog-stick on the loading screen that features the red squares to change their location.



Love Miss B

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Silent

Welcome back to Silent Hill. We've already scratched the surface of this horror masterpiece. This month we take you to the conclusion. And what a rollercoaster ride into nastiness it is.

Bad Medicine

Use the save point on the reception desk and move through the waiting room until you hear a gun shot. Continue down the corridor and go through the only open door (you'll find it on the left). Say hello to Dr. Kaufman who'll explain that he was taking a nap and everyone had disappeared when he awoke.

After a brief chat he'll go off on his own leaving you in the examination room. Go through to door to the right as you see it and straight through the next room to reach the reception area again. This time you're on the other side of the desk so collect the map from the wall and the First Aid from the chair before heading back to the examination room again.

Walk towards the camera and go through the door, this leads to the medicine room. Examine the newspaper on the table to discover an article has been cut out. Go through the other door into the corridor. The first two doors you'll come to are jammed and the third is to the doctor's office. Take the basement map from next to the photocopier and use the other door to enter the conference room and get the basement key from the table.

Head back to the main corridor and through the next door along. This is the kitchen, collect a plastic bottle from the counter at the far end and the health drink on the left. The next door

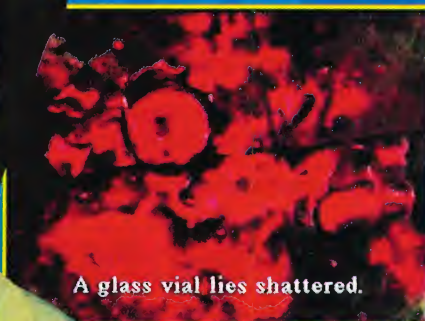
along is the director's office. There's nothing in here but a smashed vial behind the desk and a red liquid. Use the plastic bottle to gather some of this and go out again.

Use the basement key on the next door and go down the stairs. There is only one door you can go through down here and it leads to the generator room. Press the switch to bring the elevators on line and head up the corridor to the lift. Visit all three floors by using the lift and it'll appear you've hit a dead end. However use the lift again and a button will have appeared for a fourth floor. Go up to here and it'll look like the alternate world once more. Through the door is a long, horrible looking corridor. All the doors are jammed apart from the one at the far end and the one you entered through will lock behind you. No enemies are present so just run straight for the far door and once you are through this go straight down the stairs to the third floor.

The main enemy you'll come across in this area are possessed nurses. On their own they pose little threat and can be taken out easily with the metal pipe but the handgun should be used when there's a number of them.

Look at the map and make your way towards Room 302. Collect the shotgun shells on the bed and save your game if you wish. Examine the VCR, it's old but usable apparently. Next go to Room 304 and get the health drink. The steel plate screwed to the

**PART
TWO**

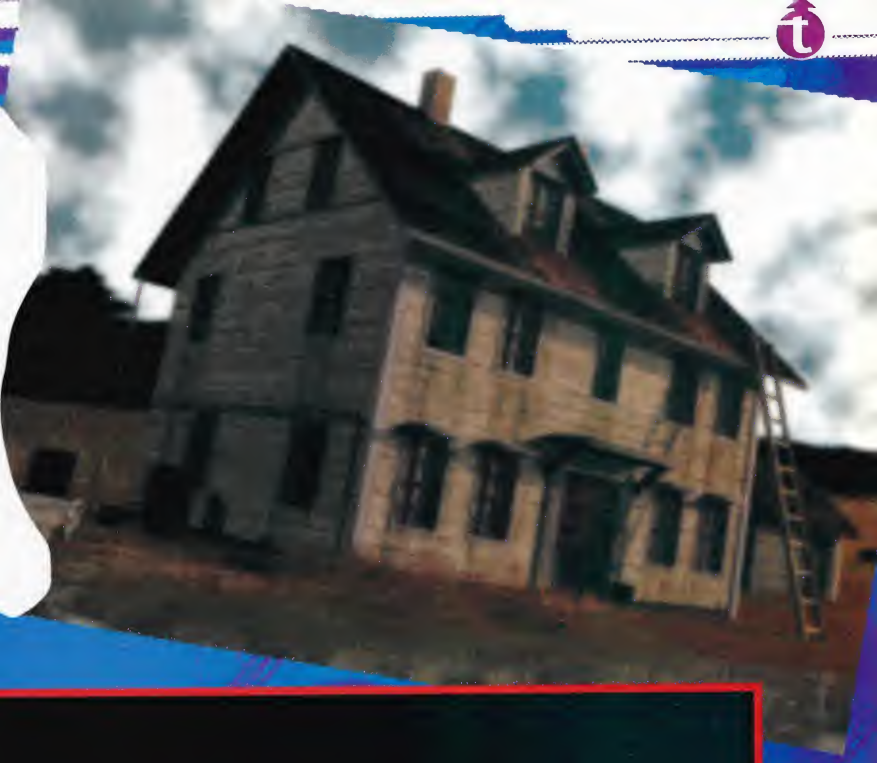


A glass vial lies shattered.

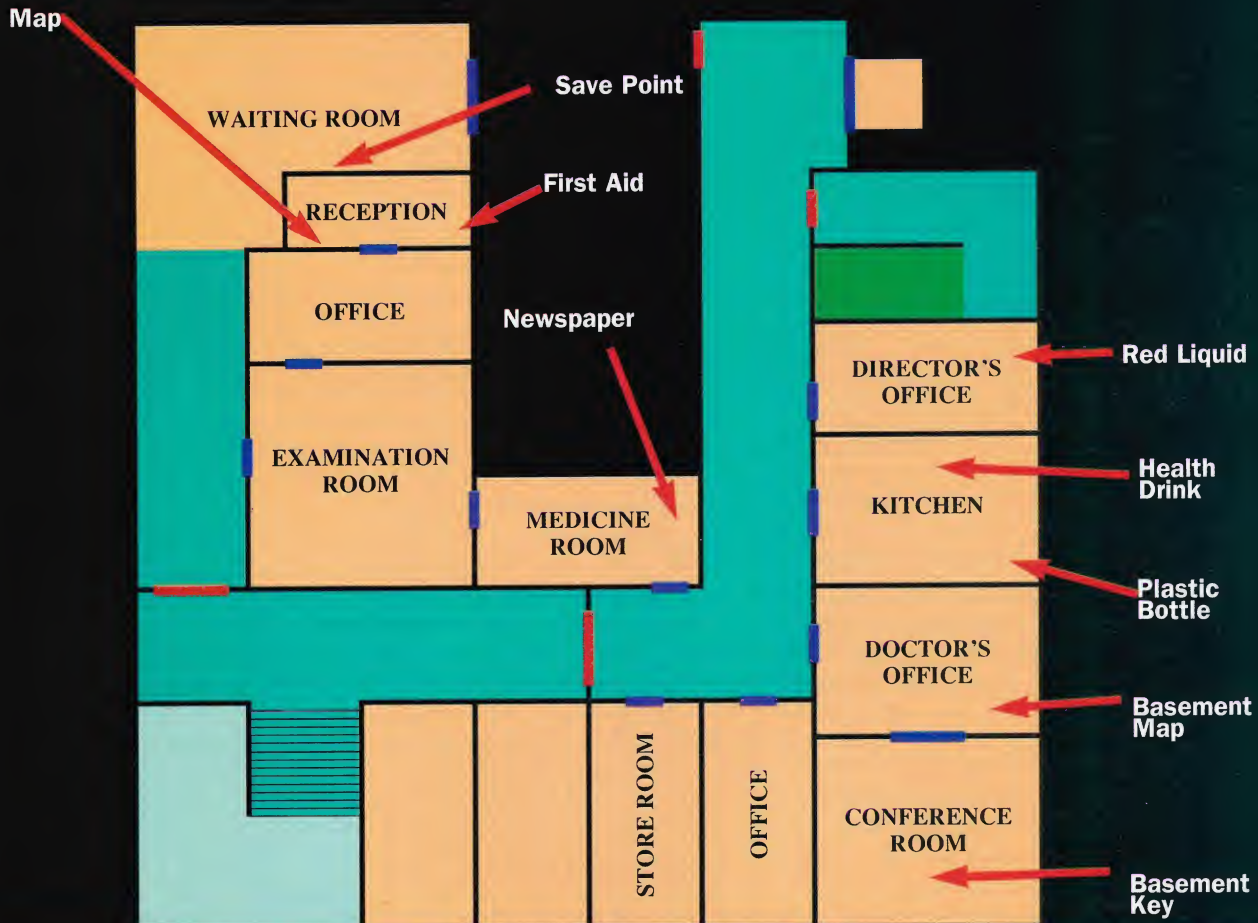


Do you want to press the switch?

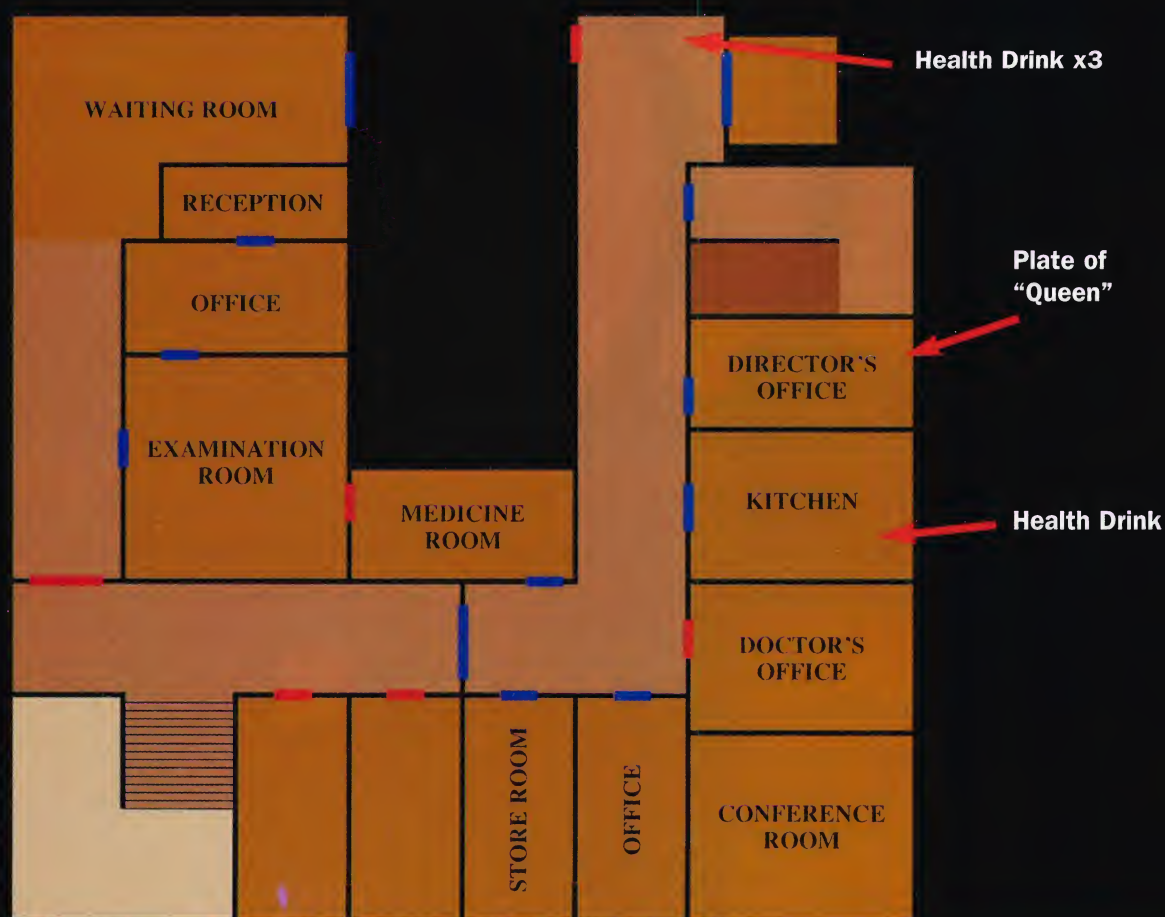
Hill



Hospital 1f



Alternate Hospital 1f



wall is just a red herring at this stage.

In the gents bathroom you'll find a blue stone on the far wall called the Plate of "Turtle" ready for collection. Go into the next hallway and kill a couple more nurses. Through the large doors is a storeroom containing a blood pack, first aid kit and some bullets. Pick them up and head to Room 306.

Collect the Plate of "Cat" from here and unlock the double doors that allow access to the lift. Don't go through these and head back to the stairwell and down to floor 2 instead.

In the first room (201) kill the nurse and get the lighter off the bed and go to the last door on the left. There are some tentacles reaching out

from the far wall here that are very much alive. Use the blood pack to divert their reach and take the Plate of "Hatter" from the wall behind. There is nothing else to do on this floor at the moment so head back down to the first. Go through the double doors and make a line to the kitchen. Get the health drink off the far counter and go next door to the Director's Office.

In here is another Save Point and the final Plate for collection - that of "Queen". With this collected you can make your way back up to the Nurse Centre on the 2nd floor. There's a piece of paper with a poem on the wall in here and a door with four empty slots. Read the poem carefully and you'll notice each line represents a

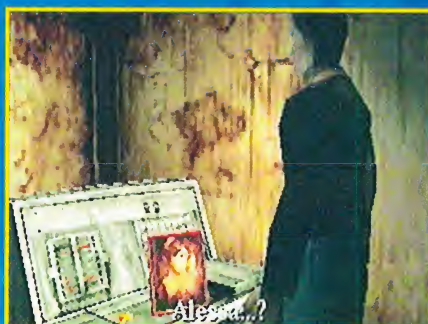
colour. These correspond to the slots on the door. Use each of the Plates in turn into one of the empty slots. If you can't work it out the correct order moving clockwise from the top right is: blue, green, yellow and finally red. When you put the final block in place you should hear the door unlock. Go through and kill all the zombie nurses which attack. Your first destination with this achieved is the Operating Room. On the table in here you'll find the Basement Storeroom key. Next go to the ICU and get the bottle of Disinfectant Alcohol from the table there also. Finally in Room 206 you'll find a First Aid kit before taking the elevator to the basement.

Immediately opposite the lift is

the Morgue where you can pick up another health drink and an ampoule. With these collected go to the generator room and pick up the hammer. You can use this as a weapon and although it's powerful you can't move when using it so do so sparingly.

Use the storeroom key on the door across the hall and collect the shells and bullets from the shelves. In the corner of the room is a cupboard with some white marks on the floor. It appears as though someone has moved the cupboard so go around to the other side and give it a push.

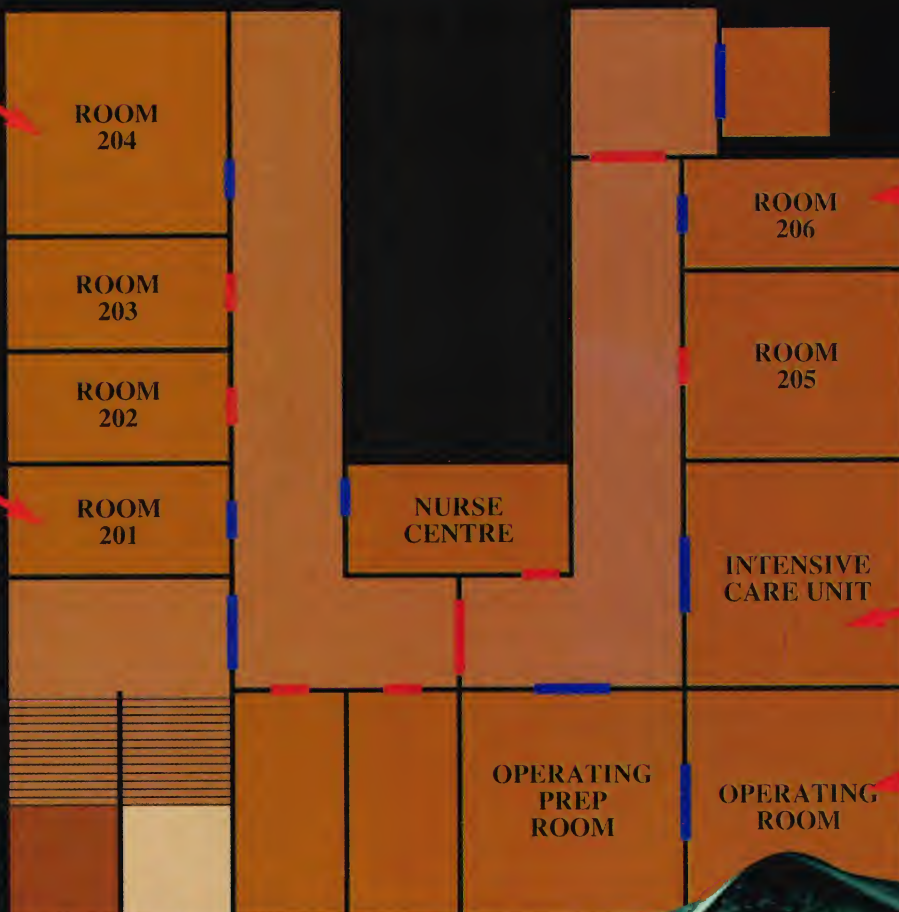
Go through the door hidden behind it into the smaller storeroom.



Alternate Hospital 2f

Plate of
"Hatter"

Lighter



First Aid

Disinfecting
Alcohol

Basement
Storeroom
Key

In here is a grate with some vines growing inside. Use the alcohol followed by the lighter to burn these away so that you can drop through to a hidden section of the basement.

Run straight along the narrow corridor, don't worry you won't be attacked, and go through the door at the far end. Blast all creatures that attack when you emerge and go through the door about halfway along the left-hand wall. There are six doors which come off the next small hallway but only three can be accessed at this time.

Through the first door on the right you'll find a video cassette on the gurney. The room opposite here is empty so go to the room in the far

left. It appears someone has been in this room recently and you'll automatically look at the picture on the table. When you regain control pick up the Examination Room key from next to the photo.

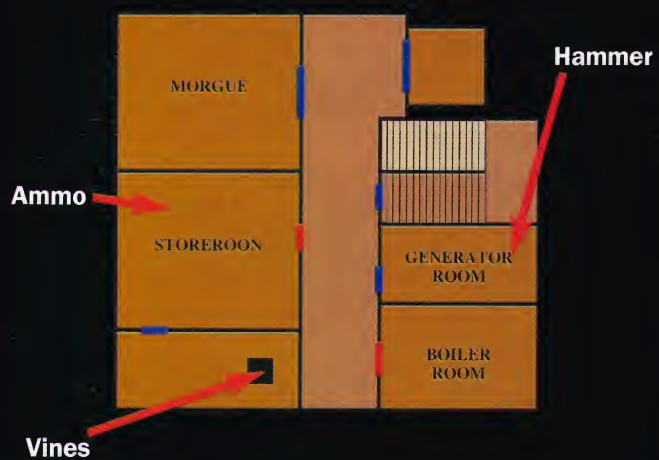
Remember the room with the VCR in it? Head all the way back to this and use the video tape to get a distorted message. Finally head back down the first floor again and go into the medicine room. Use the Examination Room key on the far door. When you emerge on the other side you'll meet a nurse called Lisa who's rather glad to see someone else alive. Before you can gain too much information however you'll get a bad headache and pass out.



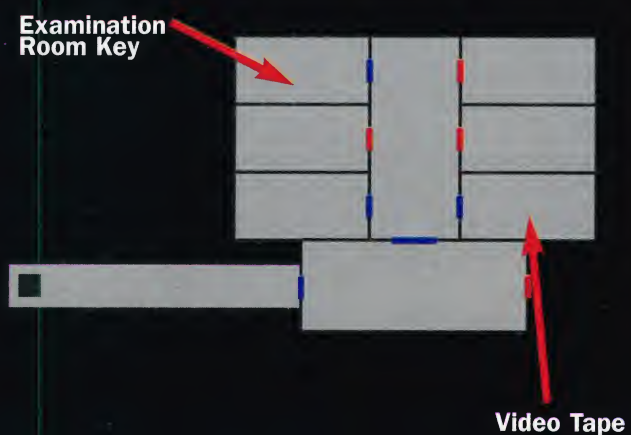
Alternate Hospital 3f



Alternate Hospital Basement



Alternate Hospital Basement 2



The Antique Roadshow

When you awake you'll be back in the normal world again. The old woman from the church is there and she introduces herself as Daliah Gillespie. She'll tell you to go to the "other church" in town and that the symbol in the school courtyard is called the Mark of Samael. When she leave pick up the Antique Shop key on the table by the phone and make your way out of the hospital.

Once outside take a quick look at the map. Just above the Silent Hill Town Center you'll notice there is a small antique shop (you need to look carefully), this is your destination. To get here simply run west along Koontz St. then north on Simmons St. Watch out for a new enemy, a standard zombie, on your way as they can be quite damaging to your health.

Use the key to enter the shop when you arrive, the door is just down a short flight of steps. If you haven't saved for a while there is the opportunity to do so here. A quick look around will reveal very little of interest you can however push the small cabinet at the far end to reveal a hole in the wall.

Cybil (the policewoman from earlier) will walk in as soon as this hole is discovered. She'll tell you that she saw your daughter walking along Bachman Rd. towards the lake. You decide to check the hole out together but you must go first (naturally!). Go straight along the passage and out of the hole at the far end.

You'll emerge in a room with a makeshift altar, this is the "other church" Daliah mentioned. All you can

do here is take the axe off the right-hand wall. When you turn to leave however the altar catches fire. The camera changes to Cybil's point of view who runs down the passage to aid you. When she gets there you'll have vanished!

You'll awake back in the hospital as though all that just happened was a bad dream. Lisa will tell you how the town used to be in the grips of a religious Cult that gradually got hushed up over the years. When she finishes her story you'll awake again back in the antique shop once more. There is a mark of Samael on the ground and it looks like the alternate world once more.

Use the save point, if you haven't already, and make your way outside. Now the whole town is in the alternate world! Run towards the Town Center just a little south of your current position. You'll find a hole in the fence allowing you to get inside. Make your way straight forward to the escalators and start to ascend.

You'll be interrupted by a short scene where the TV's in the nearby shop crackle to life with a message from Cheryl for you. When this is over go up the escalator and go left to the jewellery shop. In here you'll find a First Aid kit and two boxes of rifle bullets. Go back out, turn left and make your way forwards, after a change of camera angle the floor will fall away taking you with it.

This will place you in direct confrontation with a giant worm of some sort. Run forward and slightly to the right to quickly collect the hunting



rifle. Equip this straight away and prepare for combat. Killing the worm isn't too difficult, just keep moving until he pops his head up then blast him. Do this a number of times until he curls up into a ball.

After a few seconds it'll uncurl and escape by smashing the door leaving a nice hole for you to exit through. This leads to behind the Town Center. Run as far south as you can go then all the way east along Sagan St. Go south again on Crichton and return to the hospital. If you go the examination room again you'll meet up with Lisa again. She'll tell you that the only way to get to the lake now is through the tunnels under the old waterworks.

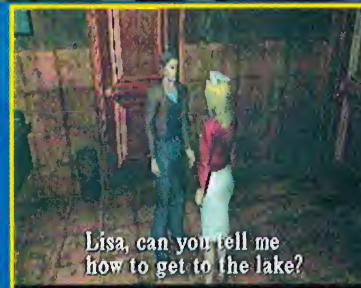
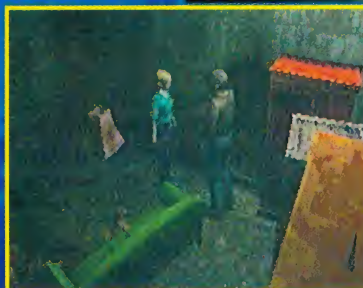
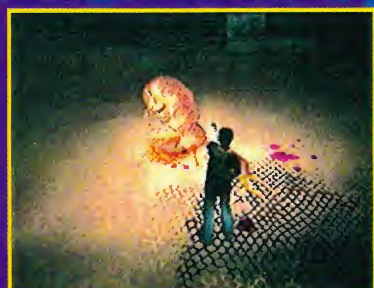
Save your game and leave the hospital, both directions are now blocked by large holes in the road so run straight across and you'll find some stairs leading to the rooftops. Up here you'll have to fight against the grub again only now it's morphed into a moth. Thankfully it's even easier to kill this time, equip the shotgun and move back and forth around the tail blasting once at each



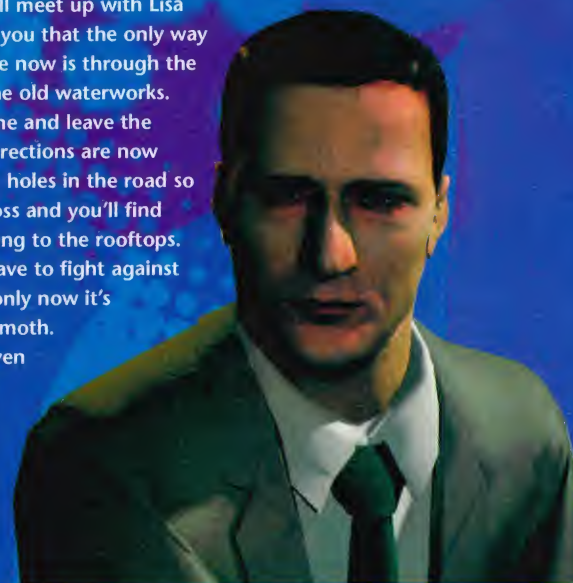
side. Repeat this process until it dies, as it does so the town returns to normal.



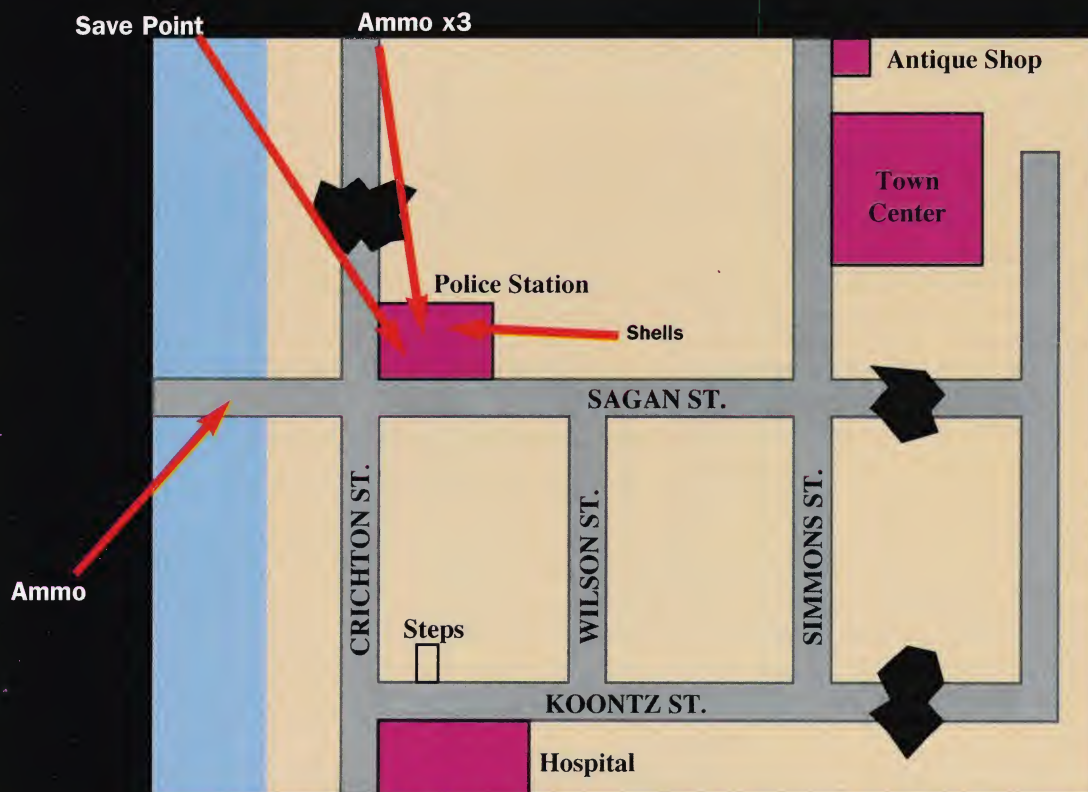
Looks like an altar. Wonder what they worship?



Lisa, can you tell me how to get to the lake?



Central Silent Hill



Going Underground

Go back down the steps to ground level again and make your way back to the bridge. Before crossing it go to the police station opposite and enter, the unlocked doors are on the south side. Collect the bullets and shells found lying around the first room and you'll find some more in the office to the left.

Return outside again and make your way across the bridge. When you appear back in Old Silent Hill you'll be standing outside the waterworks. Approach the gate and you'll notice that it's been padlocked. Use the hammer to break this and climb down the ladder into the tunnels on the other side.

Because the next section is underground the radio won't work so you'll be unable to tell when enemies are going to attack. You can hear them, just, if you listen carefully but we strongly recommend you proceed with the weapon button held (use the metal pipe or the handgun depending on how well stocked your ammo is). Head straight along the corridor

until you reach the sewer then turn left. Stay to the left hand side and go around the corner, further along you'll come to a dead end and find some rifle shells. Cross over to the other side of the water and collect the health drink, bullets and shells. Stay on this side of the water until you are forced to cross over again. A little further along you'll come to fence blocking your way, go through the gate on the left and run around the outside of the next room until you come to a desk. On this you find a map of the sewers and there's a key just to the right of the desk also. Continue moving clockwise around the room and go through a further two gates.

When you emerge back in the main sewer section there will be a couple of creatures on the ceiling. A single shotgun blast will bring them to terra firma where a swift kick will finish them off. Return to where you first saw water and continue south to the locked gate. Use the sewer key to go through this.

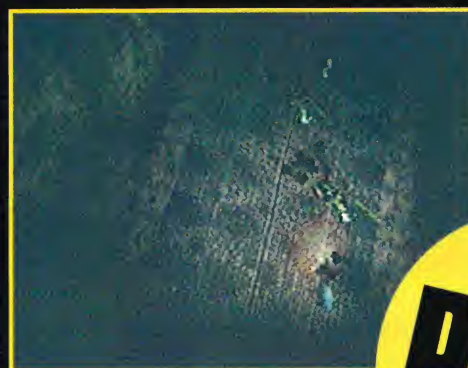
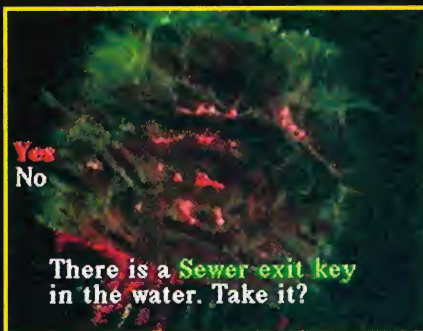


Proceed south with caution and you'll eventually come to a ladder which takes you up to the next level. Collect the first aid kit found here and make your way across the metal grating. Some more ceiling dwellers lurk here so take them out. When the coast is clear head east along the long tunnel. The small room at the far end contains a box of ammo and a health drink. Collect these and go south through the shorter tunnel. When you emerge in the sewer again there's a locked gate to your left so head right to get the key. Carefully make your way along the sewer taking care of any creatures that attack. When you reach the far end examine the water near the splattered blood for find the exit key. Upon collecting this three



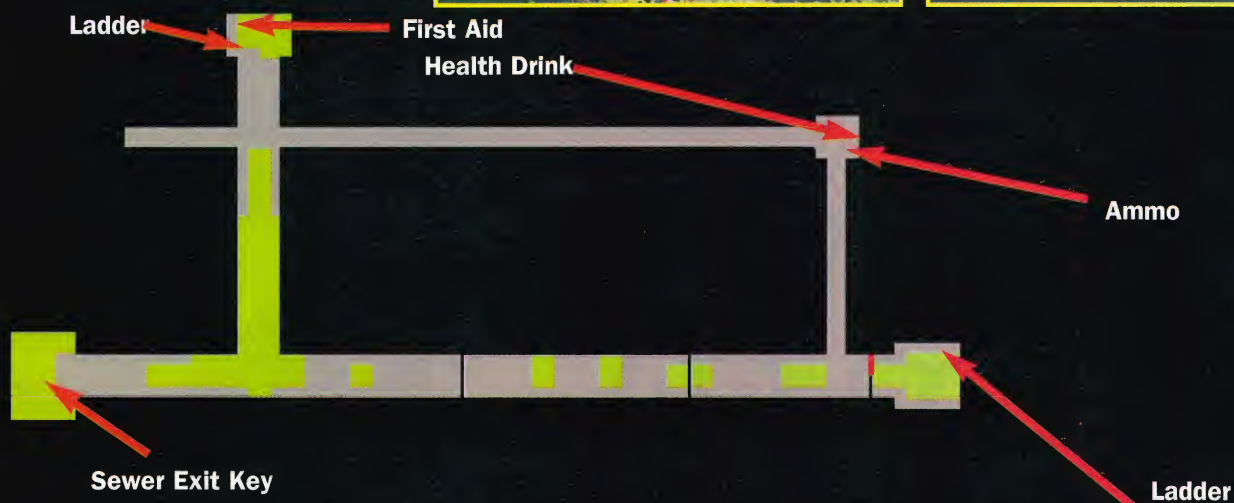
creatures will drop from the ceiling a begin attacking. Don't stick around and fight just run away, it might seem like the chicken's way out but it works. Keep running all the way until you come to the locked gate again. Use the key and proceed to the ladder. Save your game before climbing up to the resort area.

Sewers 1



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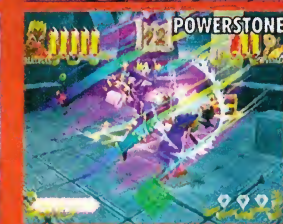
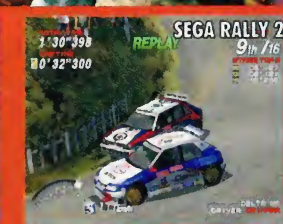
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rpg
rpg

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racing

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An attempt which looked okay, but lacked any real gameplay. Ayrton's name deserved better.



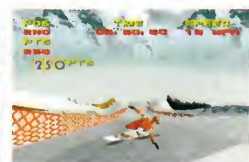
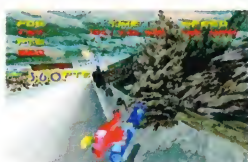
€ Ayrton Senna Kart Duel 2 ☆☆☆

Ayrton would be spinning in his grave if he knew his name was being attached to this bucket of toss.



Big Air ☆☆☆

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.



€ Buggy ☆☆☆

An altogether too realistic simulation of Remote Control racing that can be impossible to play.



If you've ever tried to steer one of the little bleeders in real life you'll know exactly what we're talking about. Prepare for teeth knashing if you plump for this.

€ Burning Road ☆☆☆

A fast paced effort which never performed as well as it should have. But check out its improved sequel



Explosive Racing, rather than harking back to the old days with this. This dog never had its day in the first place and there's no reason you should let it start now.

€ Circuit Breakers ☆☆☆

Is it Micro Machines? Does it want to be? Well no and yes in that order, but this Supersonic Racers revamp does have playability in spades, and comes into its own in multi-player mode. Not a must-have title, but a fine, cheap get the mates around thriller.



€ Colin McRae Rally ☆☆☆

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.



€ Cyber Speed ☆☆☆

Only serial sci-fi masochists will want to go near this pile of absolute cyber-shite.



€ Destruction Derby ☆☆☆

The game that initially sold thousands of PlayStations now looks dated and shoddy. Just like Chris Tarrant.



€ Destruction Derby 2 ☆☆☆

Infinitely better than the original. Faster, more polished and generally more fun. Worth checking out still.



€ Explosive Racing ☆☆☆

Burning Road was cool enough, but this sequel manages to address the original's minor problems.



Looking a little dated by today's high standards but that's to be expected. By no means the definite motorcycle game but a nice effort all the same.

€ Felony 11-79 ☆☆☆

Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.



€ Formula One ☆☆☆

Grand Prix racing as it should be, tons of action and speed a plenty. But it's since been superseded.



compiled with the kind help of Game Guide - providing specialist information for independent retailers

95	racing	108	us chart
98	facts & figures	109	shoot'em-up
99	puzzle	110	odds'n'sods
100	rpg	115	misc
101	platform	116	reader top 10
103	beat'em-up	117	sports
106	flight sims	121	shouts
106	jap chart	123	strategy
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£ Formula One '97 ☆☆☆

Formula 1 was a front-runner, but Formula One '97 seized poll position and set the new standard.



£ Formula One '98 ☆☆☆

With two far better F1 games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham.



We expected far more from Psygnosis, but the software giant took their foot off the pedal and delivered this dud instead.

£ Formula Karts ☆☆☆

A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche,



Formula Karts is still let down by the odd glitch and frustrating gameplay. A noble attempt but there are a myriad of better racing games listed here.

£ Gran Turismo ☆☆☆

Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.



£ Hardcore 4X4 ☆

Well below average dirt racing game where you hammer round in jeeps and the like.



£ Hi-Octane ☆

Another of the original PlayStation games, Hi-Octane followed hot on the heels of WipEout with the same ideals and a similar form of gameplay. What it didn't manage to do was create from the rapid movement a genuine sense of speed or involvement. Shame on it.



£ Impact Racing ☆

Another decidedly dull racing game that has no place in even the most stupid gamers collection.



Why any store would stock this absolute tripe is anyone's guess. Save your coppers for one of the many, many better games out there.

£ Indy 500 ☆☆☆

Time and again developers go out, get the big name license but then come up with below par games.



What's the point? To sell more games of course. Don't be fooled here, Indy 500 couldn't be more middle of the road if it was a squished hedgehog.

£ Jeremy McGrath Supercross ☆

We deduce from the title that Mr. McGrath is some kind of Supercross hero. We've never heard of him



though. It's a bit like having Paul Peschisolido's Actua Soccer 4. Anyway if you must indulge in mud and jumps you could do worse than this, maybe.

£ Jet Rider ☆

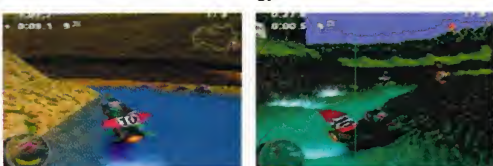
This was a piss poor attempt at being Sony's answer to Wave Race64. It doesn't come close and deserves to be



drowned. The controls aren't really there. The graphics are duff and it sounds like a minnow being raped by a blue whale. Utterly, utterly fishy bollocks.

£ Jet Rider 2 ☆

The original was shite and this sequel doesn't exactly break the mould. More dodgy controls we're afraid.



£ Max Power Racing ☆☆☆

Without the depth of the likes of Gran Turismo but then, it isn't supposed to have it. Max Power Racing



sets out to give you the perfect arcade racing experience and comes pretty close to pulling it off. Nice license, nice game. Full marks all round.

£ Megaman: Battle and Chase ☆

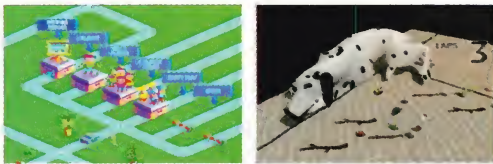
"Hands up who wants to pretend to be Mario Kart? Put you arm down Megaman, as you've absolutely no



idea how to pull it off." Unfortunately Mr M. failed to take heed any advice, and we're left with this pastel coloured carting crap that has no redeeming qualities.

£ Micro Machines v3 ☆☆☆

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.



£ Monaco Gran Prix ☆☆☆

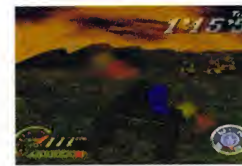
A winning formula which successfully plugs the gap left by the dreary F1 '98 and provides for more



pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis.

£ Monster Trucks ☆☆☆

Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a



big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.

£ Motorhead ☆☆☆

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)



£ Moto Racer ☆

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.



£ Moto Racer 2 ☆☆☆

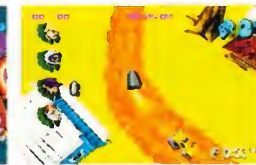
Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a



greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.

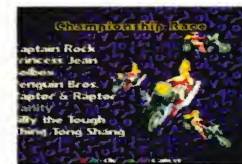
£ Motor Mash ☆☆☆

Enjoyable Micro Machines clone. But it doesn't quite have what it takes to topple the classic though.



£ Motor Toon GP 2 ☆☆☆

Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper,



accurate statistics and performance. Having said that, making it a distinctly average game in other departments probably wasn't in the design spec.

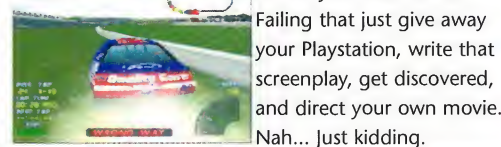
€ NASCAR Racing '96

The oldest game of the NASCAR trio but they're all pretty similar anyway. And not that good either.



€ NASCAR '98

An average attempt which looks and plays much the same as Andretti Racing. Rent it for the night and then decide you don't like it.



Failing that just give away your Playstation, write that screenplay, get discovered, and direct your own movie. Nah... Just kidding.

€ NASCAR '99

Keep away from this formulaic redneck-racing rubbish. You may find yourself sleeping with your relatives.



€ Need For Speed platinum

The original Need for Speed game was a must have title for any discerning player. The series is now in it's fourth installment and this great grand daddy of a racer is really showing it's age. Worth picking up for a song though, but only a really cheap song.



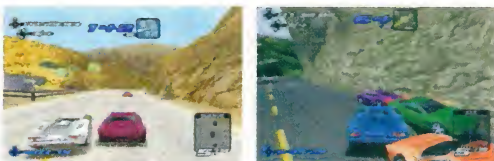
€ Need For Speed 2

The slightly less impressive sequel to the above. More options, but it's still pretty lacklustre.



€ Need For Speed 3

The series gets back on track but even so this is still far from perfect. The best of the bunch to date though.



Need for Speed: Road Challenge

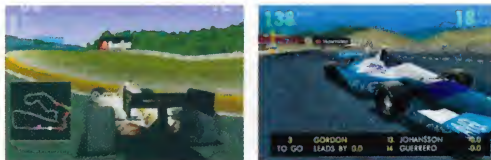
It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of reamness.



Gran Turismo and Ridge Racer Type 4 have raised standard for racers, but this series doesn't give up easily. A buffed pebble rather than polished diamond.

€ Newman-Haas Racing

Has more speed than F1 '97 yet less depth makes this a game for those who love frantic pace.



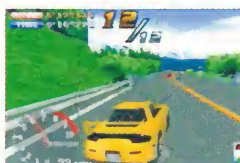
€ Off World Interceptor

A truly appalling fly and shooter that has no place on a Commodore 64, let alone a PlayStation. We have sent out a death squad with orders to seek out and destroy anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself by avoiding it.



€ Peak Performance

Under-par performance would be a far more accurate description of this car fest from Japanese telly makers JVC. Overly Jap influence means the cars you'll be driving are more like you'd see a Tokyo Bank manager in than what you'd expect in a PlayStation racer.



€ Penny Racers

Quite possibly the worst racing game to date. Makes Off World Interceptor look like Gran Turismo. Serious questions should be asked of the programmers and regardless of their answers they should be dangled from a bridge by their ankles, then dropped.



€ Porsche Challenge

The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment. Only the best stuff ever makes it to Platinum but Porsche Challenge is perhaps the surprise release in the range, A nice try though.



€ Power Boat Racing

One of two Power Boat games that arrived in quick succession. This was the worst of the two..



€ Rage Racer

The third Ridge Racer game is an in-depth affair. Quality action all the way. But R4 leaves it way behind.



€ Rally Cross

A bouncy rally game from Sony that went head to head with the excellent V-Rally. And lost. Quite badly in fact. With Rally Cross 2 since released there's no point in looking at this, both games are pretty much the same as each other anyway. Buy at your peril.



€ Rapid Racer

Good fun in the short term but again failed to be Sony's answer to the N64's Wave Race 64.

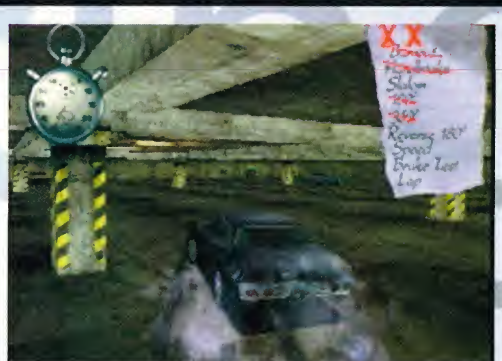


€ Ray Tracers

Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like.



€ Driver



Everyone should own this game. It managed to live up to all our dreams, and so much more. Chase crooks up, around and over the streets of San Francisco while avoiding the cops and looking as cool as possible without the use of an Iceberg. It's Superb - buy it.

Ridge Racer platinum

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.



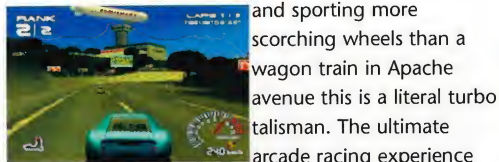
Ridge Racer Revolution

The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic



Ridge Racer Type 4

Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry, and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience



Road Rage

A poor man's Wipeout in every sense. In fact a man so poor he only eats from bins. Avoid.



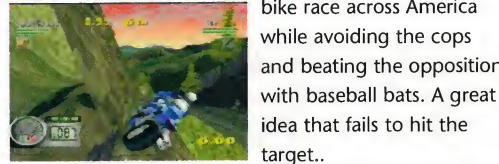
Road Rash

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.



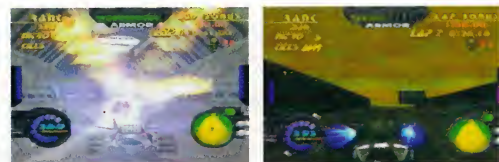
Road Rash 3D

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor bike race across America while avoiding the cops and beating the opposition with baseball bats. A great idea that fails to hit the target..



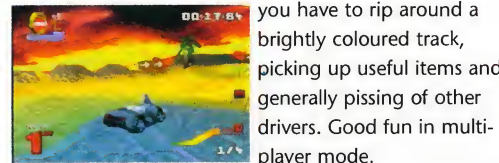
Rock 'N' Roll Racing 2

This looks amazing until you actually start racing, then you'll find this is one of the worst games ever.



S.C.A.R.S

A novelty racer in the Mario Kart mould. Each car is based on the characteristic of an animal with which you have to rip around a brightly coloured track, picking up useful items and generally pissing of other drivers. Good fun in multi-player mode.



Speed Freaks

Cute racer with a multicoloured mean streak. It's Mario Kart for the PlayStation. It's faster than Will's bird. Top!



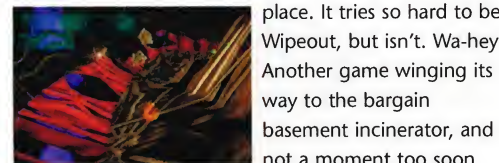
Speedster

A racing game with a weird overhead view point. Original, but still largely complete arse.



Starwinder

What is this, clock work stars? No, it's a 3D space racer that fastens you to a rail and chucks you all over the place. It tries so hard to be Wipeout, but isn't. Wa-hey! Another game winging its way to the bargain basement incinerator, and not a moment too soon.



facts & figures



Estimated price of Microsoft's new X-Box console - £150, including DVD and Internet capability

Speed of PlayStation 2 processor - 300mhz. Speed of X-Box processor - 500 mhz.

Final Fantasy VIII is to come on 4 discs and will break Sony's price promise and retail at £44.99

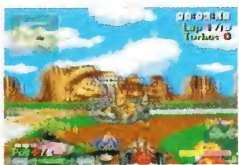
Number of Dreamcasts being sold in Japan per month before the launch of Soul Calibur - 14,000

Number of Dreamcasts sold in Japan per month after the launch of Soul Calibur - 125,000

When Nintendo launch 32-bit Game Boy Advance, Sony is expected to launch similar handheld. Pokemon sales on the current Game Boy equal \$5 billion worldwide

Street Racer

Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated. To be fair it did when it was released too. It's saving grace were the Page 3 "stunnas" in the ad campaign but they're not included, nor is gameplay.



Supersonic Racers

A wacky race style romp that owes more than a passing thank you to MicroMachines 3. Avoid this, and get Circuit Breakers. It's so much better than this predecessor. You can get it cheap too so you'll be saving money into the bargain. Bonus



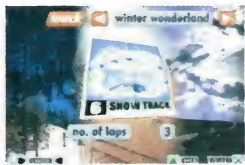
Tank Racer

A potent mix of nitros and napalm lifts this delightful demolition derby up above the average mark



Test Drive Off Road

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.



Test Drive 4

Well done boys. Creating a racing game with no two player option. It's a fair one player game, but most of the fun of the racing genre is the mano et mano rivalry. Better off looking for a more complete title really and there are obviously plenty of those around.



Test Drive 4x4

This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks. Then set fire to it to be on the safe side. You don't want any kids picking it up and trying to play it. It's dangerously crap.



Test Drive 5

Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.



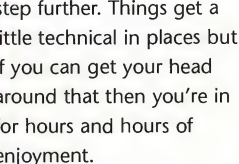
TOCA Touring Car

A fantastic Touring Car simulation which is up there with the V-Rallys and Total Drivin's of this world.



TOCA 2

Simulations don't get much better than this. The original TOCA was excellent but this takes everything a step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.



Tokyo Highway Battle

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't bother.



Tommi Makinen Rally

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim.



Total Drivin

Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again



V Rally

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.



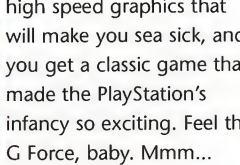
V Rally 2

Better than Colin McRae and featuring a ream four-player mode. Fancy making some skidmarks? Get this!



WipEout

Not many games feature soundtracks that sell like viagra coated chocolate. Couple the top sonics with high speed graphics that will make you sea sick, and you get a classic game that made the PlayStation's infancy so exciting. Feel the G Force, baby. Mmm...



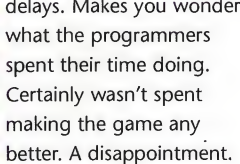
WipEout 2097

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.



Wreckin' Crew

Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



360

A water based WipEout wanna be that fails to deliver on all counts. A shoddy release that should be avoided.



3D Lemmings

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.



Blast Chamber

Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of weirdness.



£ Bust A Move 2

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action.



A good game for showing the little lady that PlayStation aren't just about watching Lara's arse while punching your buttons. Well, not all the time.

£ Bust A Move 3

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting



hammered. The downside is that you'll never be able to use your PlayStation again, cos you won't get her off it again. So you'll have to dump her!

Bust-A-Move 4

The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag!



But for us blokes this top puzzler is as about alluring as a repeated kick in the nads, and this puzzle-fest is guaranteed to screw with your head.

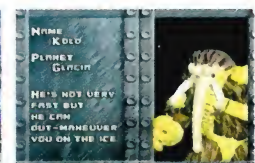
£ Devil Dice

Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.



£ Grid Run

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.



£ Hebereke's Popoitto

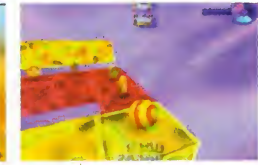
Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD



intake. Full marks though for having the strangest name in Dealer. That's got to be worth getting it for alone. No? God, what do you people out there want!

£ Kula World

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.



£ Kurushi: Intelligent Cube

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.



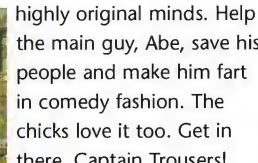
£ Lost Vikings 2

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.



£ Oddworld: Abe's Oddysee

An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



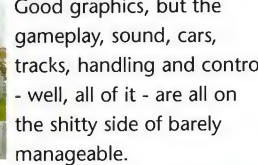
Puchi Carat

Bust-A-Move has a fling with the bat and ball classic Arkanoid and produces this neat puzzle-baller. Tasty.



Sports Car GT

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word crap



£ Super Puzzle Fighter Turbo

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.



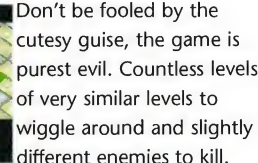
Swing

A puzzle game for people who do the Time's crossword to relax. Ugly, tricky and boring.



YoYo's Puzzle Park

A brightly coloured pain in the arse that shouldn't even be inflicted on criminals. Burn every copy!



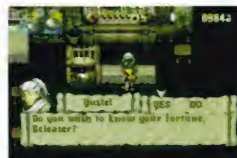
£ Final Fantasy VII

The biggest game ever! Three whole CD's full of sumptuous graphics and sleazy music. Takes about 100 hours to complete but it's certainly time well spent. Your girlfriend will have to learn to cope with your long periods of sustained absence. Buy her a vibe.



£ Alundra

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.



£ Blaze & Blade

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.



£ Breath Of Fire 3

Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo.



Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead

£ Diablo

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Most of the



games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joy pad with no fuss. Treat, as they say.

£ King's Field

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.



£ Suikoden

This one has the dubious pleasure of being the first true role playing games on the PlayStation.



The game's drabness drags, what was a bad game, to the levels of a really bad one. With FF8 on it's way, this can happily be avoided with confidence.

£ Crash Bandicoot 3



This is how sequels should be approached. The basic idea remains the same but the gameplay is revamped and redrawn for a newer, fresher, look, with more variety in the levels and an all-round tougher challenge. One of the PlayStation's finest platformers.

£ Vandal Hearts

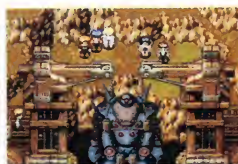
Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until



Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.

£ Wild Arms

This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.



£ Bugs Bunny: Lost in Time

An inoffensive/bland platformer featuring that rabbit. Get it cheap or forget about it and get Ape Escape.



£ Captain Blasto

Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its



own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.

£ Casper

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeeming



features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?

£ Castlevania

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the



art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!

£ Cheesy

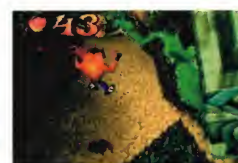
I know, let's make a game and give it an ironic title like "crap game" or something. Trouble with this one



is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature. Smells like rotten Brie.

£ Crash Bandicoot

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.



£ Crash Bandicoot 2

A massive improvement on the original with more variation than its predecessor. A winner.



€ Croc ☆☆☆

A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.

€ Croc 2 ☆☆☆

A cute game that's too tough for kids, too bland for hardend gamers who would prefer Ape Escape.



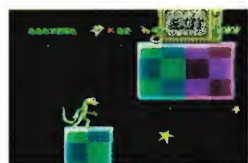
€ Earthworm Jim 2 ☆

An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.



€ Gex ☆☆☆

Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's



early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one - see below) but still provides limited fun for a while.

€ Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.



€ Gex: Deep Cover Gecko ☆☆☆

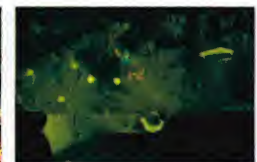
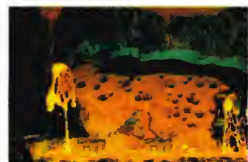
He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes



than Mr Ben on speed and an one-line library to rival Bruce Campbell's. Gex is deeper into his bizarre but beautiful 3D world than ever before.

€ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.



€ Hercules platinum ☆☆☆

All the fun of Disney's re-re-writing of the famous Greek legend in a fine platform based caper.



Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short, but fun.

€ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.



€ Johnny Bazookatone ☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile off



as even their names make you want to double over and puke 'till you see stars. When will these developers stop wasting our time?

€ Jumping Flash ☆☆☆

This well average platformer has nothing to do with ropey Whoopi Goldberg movies or Rolling Stones



Lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocre. Easy to complete yet friendly. Inoffensive bargain fodder.

€ Jumping Flash 2 ☆☆☆

A sequel that was eagerly anticipated by no one except Whoopi Goldberg, who though her ropey



movie was about to be given the sequel treatment and a PlayStation tie in. Sorry Whoopi, this is just a slight improvement on the original game.

€ Kingsley ☆

Kids Fox adventure that'll make hippies shut up, pick up a shotgun and go hunting the little bastards. Crap.



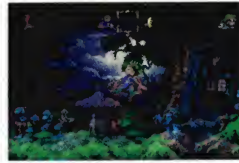
€ Klonoa ☆☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.



€ Lomax In Lemmingland ☆☆☆

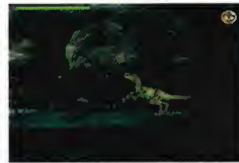
He'd have been better off visiting somewhere else, Lomax Crash Bandicoot Land, for example.



It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready for the little green git.

€ Jurassic Park: Lost World ☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.



€ Lucky Luke ☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.



€ Mega Man X3 ☆

For some reason, that we will never know, crap games seem to be the horniest and most fertile genres out



there. The Mega man series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.

€ Megaman 8 ☆

See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.



€ Mickey Mania platinum ☆☆☆

Remember the days when every game license was converted into a platform game, no matter what?



Well, Disney seem to remember and have given you lucky people this piece of retro-gaming action. It's short but it's fun and it's got a six foot mouse!

€ Oddworld: Abe's Exoddus ☆☆☆

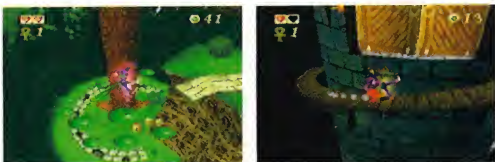
The Gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this



superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.

£ Pandemonium ★★

A 2D platformer made to look all 3D. Not bad, but there are those which do this for real.



£ Pandemonium 2 ★★

A 3D platform game that's "on rails" but offers enough fun and frolics to keep even the grumpiest person happy. That is until you complete it while your waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly Mayfly.



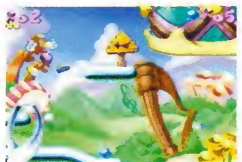
£ Psybadek ★★

An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls. One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.



£ Rayman ★★

The French and limbless character will soon have his sequel and TV series. The original game offers some good and honest, no frills fun that will entertain those of you desperate to control a French and limbless cartoon character. You know who you are!

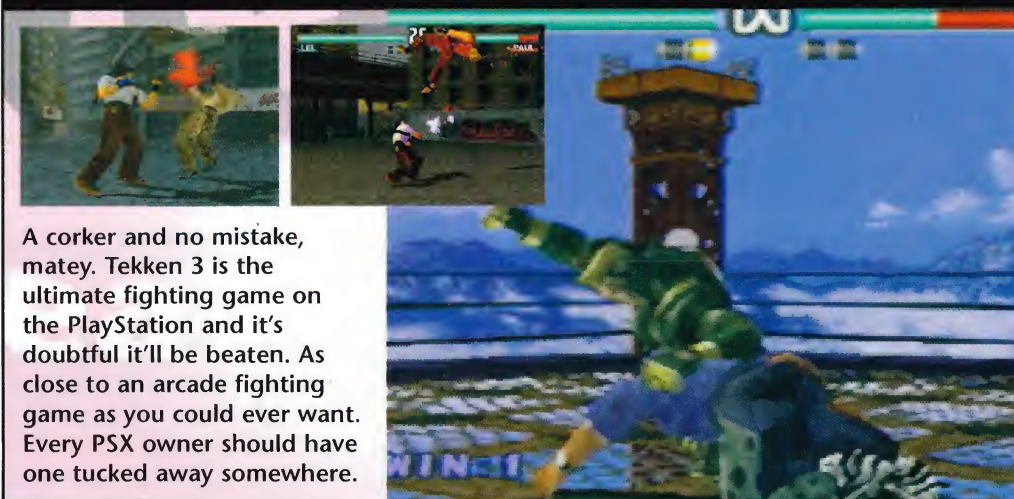


£ Rascal ★★

Like we said, you could do a lot worse, and this is a lot worse. Good looking, but absolutely no gameplay.



£ Tekken 3 ★★★★★



A corker and no mistake, matey. Tekken 3 is the ultimate fighting game on the PlayStation and it's doubtful it'll be beaten. As close to an arcade fighting game as you could ever want. Every PSX owner should have one tucked away somewhere.

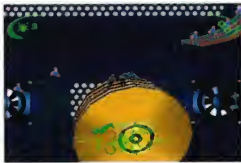
£ Skull Monkeys ★★

Awesome graphics but lacking in lasting appeal. One of the "best of the rest" if you know what we mean.



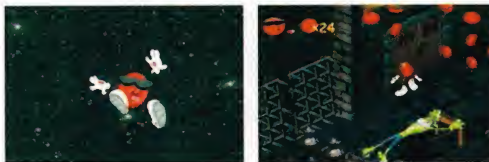
£ Spider ★

Incey Wincey Spider, coming down the spout, Incey Wincey Spider began to scream and shout. He shouted with frustration that in his platform game, the graphics were abysmal and the gameplay was so lame. Like most spiders, this is best flushed down the bog.



£ Spot Goes To Hollywood ★

Another example of 16bit characters failing to make the transition into 32bit gaming.



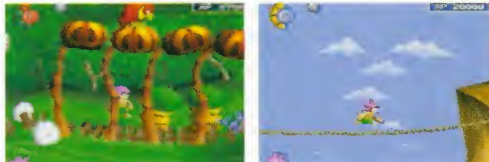
£ Trash It ★

Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.



£ Tombi ★★

Part puzzle with a spot of RPG thrown in for good measure. Put it on your list of must-buys at no. 108.



£ Wild 9 ★★

The world's first torture'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



£ Batman Forever ★

Appaling dog's-mess of a game. The average human would be better served eating their own arse.



£ Battle Arena Toshinden ★★

An early PlayStation beat-em-up that was good, but has been overtaken by the likes of Tekken 3 and SoulBlade. Tekken 2 and SoulBlade are available on Platinum so it's hard to recommend this anymore. Good fighting fun in its time though.



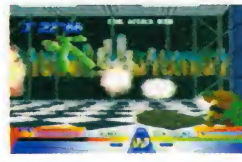
£ Battle Arena Toshinden 2 ★★

By release number three, this series was beginning to really show it's age. When you compare this one to the Tekken stable, there is no contest whatsoever. The graphics look dated and the controls are now a complete joke. Best let this one wander of and die really.



£ Battle Arena Toshinden 3 ★★

More magic scrapping action in the same vain as the other two. The series was struggling by this time as Tekken had been accepted as the number one beat'em-up, and something special was needed to get back the balance of power. This wasn't it, but it's still good.



£ Bio F.R.E.A.K.S ★

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.



Bloody Roar

A good looking beat'em-up which could easily have fallen by the wayside as one of the many average efforts. It doesn't though, thanks to some great moves and the excellent morphing characters who change from human to animal form. no Tekken, but a good effort.



Bushido Blade

Handy for those bereft of patience. Big twatters of swords mean the best special move wins.



Cardinal Syn

Unusual game from Sony with some odd characters and interesting scenarios. Lacking in adrenaline.



Criticom

That old chestnut about the game with good graphics and piss poor gameplay has never rung more true than with this piece of stale wank. If you're one of those sad people that likes things this way, then by all means buy this game. But if you do you're certifiable.



Dark Stalkers 3

Street Fighter gets all gothic in this fun spook-em-up that amuses and frustrates in equal measure. A rental.



Dead Or Alive

Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.



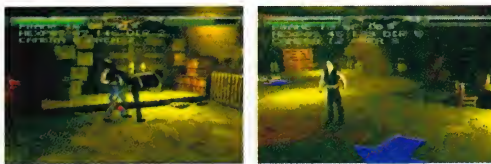
Evil Zone

Suprisingly good beat'em-up. Suprising because the Manga action is controlled with one button. Rent it.



The Crow: City Of Angels

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.



Darkstalkers

It's not like Capcom to use the Street Fighter engine for virtually every other game they produce is it?



This 2D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!

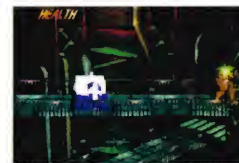
Dynasty Warriors

If you fancy a trek back in time to ancient Japan then this average kick-about fits the bill. On the other hand if you don't then it most certainly doesn't. A word of warning too - it's bloody difficult to play and you'll get your arse kicked time and time again.



Fantastic Four

The most ill advised title of all time. Fantastic it most certainly is not. In fact, replace the word Fantastic with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.



Fighting Force

Tries to mix adventure with fighting but turns up like Monica Lewinsky - a bit dull and far too easy



Iron & Blood

Where do they get the names from? The medieval setting makes a nice change but the game is average.



Iron Man

Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.



Killer Instinct: Arena Fighters

Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It now looks dated, and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.



Legend

Novelty slash 'em up in the mould of eighties' classic Golden Axe. Only worth a look if you're going to play in multi-player mode. The single player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder



Marvel Super Heroes

What more can you want from a game than the chance to pit SpiderMan against Wolverine and find out who will win. The main let own in the game is the use of the ancient Street Fighter engine. Still, it does have Marvel Super Heroes. Excelsior!



Marvel Vs Street Fighter

Not exactly a Street Fighter classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap Tekken for this?



Mortal Kombat 3

These games rocked the world a few years ago, but video games have a habit of aging quickly and this one is no exception. With the domination of 3D fighting, it's hard to see a place for this old timer. Plenty of blood and gore though.



Mortal Kombat Mythologies

Take the worst part of the Mortal Kombat games and mix well with the shoddiest idea for an RPG, leave to fester 'till the mixture takes on a brown, crinkley and odorous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.



Mortal Kombat Trilogy

The original three arcade smashes rolled into one tiresome collection. They're all the same though.



🕹️ Mortal Kombat 4 ☆☆☆

Mortal Kombat finally gets a game worth playing as it enters the 3D era. It still struggles to keep up with its rival beat 'em ups but it is at least a noble effort that puts up more of a scrap than its less illustrious predecessors. Worth a look for fight fans.



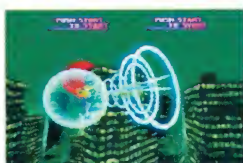
🕹️ Pocket Fighter ☆☆☆

A cracking little game that's great fun. See tiny characters beat seven shades out of each other using a variety of secret weapons pulled out from huge pockets. Street Fighter engine again, but oodles of novelty make this a good bet to buy.



🕹️ Psychic Force ☆

If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.



🕹️ Rise 2: Resurrection ☆

Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. There was certainly no learning curve on display as far as the programmers were concerned. You lot cottoned on though and didn't buy it thankfully.



🕹️ Rival Schools: United By Fate ☆☆☆

Schoolies' knickers on show in virtually every fight. Does it get any better than this? Capcom unleashed this ridiculously named game and won over our hearts cause it really was smart. Well worth adding to your cupboard if only for the gusset abundance.



🕹️ Soul Blade ☆☆☆

A £20 game that simply everybody must own. One of the best fighting games to be released on any format.



🕹️ Star Gladiator ☆☆☆

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)



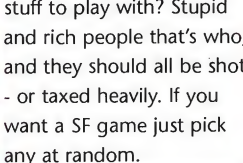
🕹️ Star Wars: Masters of Teras Kasi ☆☆☆

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.



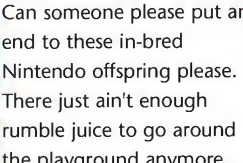
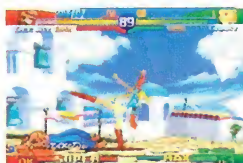
🕹️ Street Fighter Alpha 2 ☆☆☆

Oh, God. Will they ever stop doing this? Who exactly owns a Street Fighter game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot - or taxed heavily. If you want a SF game just pick any at random.



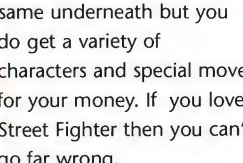
🕹️ Street Fighter Alpha 3 ☆☆☆

Same old same old, as they say. More dreary geriatric Capconian jizz, and it's the stale smelly kind too! Can someone please put an end to these in-bred Nintendo offspring please. There just ain't enough rumble juice to go around the playground anymore.



🕹️ Street Fighter Collection ☆

This does exactly what it says on the tin. Three Street Fighter games in one simple bundle. They're all the same underneath but you do get a variety of characters and special moves for your money. If you love Street Fighter then you can't go far wrong.



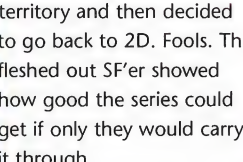
🕹️ Street Fighter Collection 2 ☆

The coffin dodger supreme, still doing the rounds. Worse than an aggressive anal wart infection.



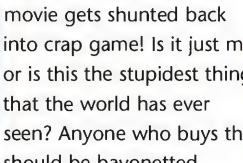
🕹️ Street Fighter EX Plus Alpha ☆☆☆

Funny that Capcom realised that the Street Fighter series needed to pack it's bags and head for 3D territory and then decided to go back to 2D. Fools. This fleshed out SF'er showed how good the series could get if only they would carry it through.



🕹️ Street Fighter: The Movie ☆

Street Fighter: The piss take more like. What is going on? Game is turned into crap movie and then crap movie gets shunted back into crap game! Is it just me or is this the stupidest thing that the world has ever seen? Anyone who buys this should be bayonetted.



🕹️ Tekken ☆☆☆

Now we're talking fighting games. Forget your Street Fighters and your Toshindens and get this.



Tekken 2 is out on Platinum too, so you'd really be better of getting that. If it's bargain bucket toss up time, then this wins over all but the other Tekkens.

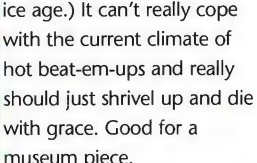
🕹️ Tekken 2 ☆☆☆

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!



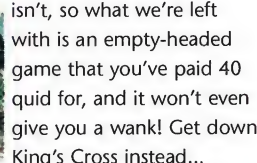
🕹️ Tobal No.1 ☆☆☆

An old and crusty fighting game that came out at the same time as Toshinden (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-em-ups and really should just shrivel up and die with grace. Good for a museum piece.



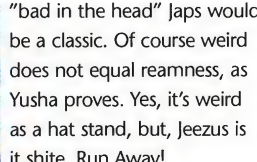
🕹️ Wargods ☆

If Wargods was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



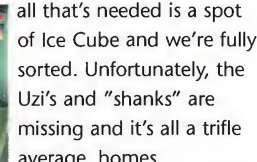
🕹️ Yusha ☆

If being totally off your mad assed tits was something that regarded as "good" then this offering from the "bad in the head" Japs would be a classic. Of course weird does not equal reamness, as Yusha proves. Yes, it's weird as a hat stand, but, Jeezus is it shite. Run Away!



🕹️ Vs ☆

The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles. Now all that's needed is a spot of Ice Cube and we're fully sorted. Unfortunately, the Uzi's and "shanks" are missing and it's all a trifle average, homes.



🕹️ X Men: Children Of The Atom ☆

Standard 2D fighter from the 2D fighter masters. Worth a peek only if you own ALL the Street Fighters.



X Men Vs Street Fighter

Triple X Men more like. You've a right to expect better than this half-arsed piffle.



Zero Divide

A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no surprise that this droid



fighter is a bit on the cumbersome side. Who wants to play characters like these? People who like their games on the average side, that's who.

Zero Divide 2

And the same could be said for this. The graphics in both games are the high point, although there is

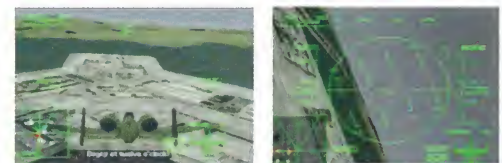


a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone. Ne pas toucher, as the French say.

flight flight sims

Ace Combat 2

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.



Agile Warrior

A vaguely involving fly'em-around'em-up which runs at a very reasonable speed even when the screen is



full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.

Air Combat

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.



JAPANESE CHART

1. Golf 2
2. Pro Baseball '99
3. Guitar Freaks
4. Always Together
5. Legend Of Mana

Black Dawn

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequel to Agile warrior and



has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like being back in 'Nam. I guess.

Firestorm: Thunderhawk 2

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big



vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!

Gunship

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in



overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning". For furtive joystick fiddlers only.

Raging Skies

Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho, ho, no, but really readers,



that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...

RC Stuntcopter

A Radio controlled helicopter simulator that is as tricky as the real thing. Stick with it and reap the rewards!



Strikepoint

Another game that makes no real mistake other than being really dull. There are bigger, better and more



interesting fly-em-ups out there, so only pick this one up if you find it lost somewhere. It has no real place in your game collection, so best leave it.

Top Gun: Fire At Will

Thank you. We choose to fire now and we choose to fire at you, programmers, for littering the planet



with such crap. Like Strikepoint above, does nothing to offend apart from offer sack-all in the way of anything remotely new or innovative. Utterly mediocre!

Warhawk

An early whirlybird simulation who's basic graphics badly let down a fair game. The games one saving



grace is the fact that the missions are well designed and you find yourself needing to finish them. Available for a tenner in bargain box. Somewhere.

Wing Commander 3

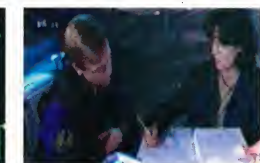
Look at these screenshots. Don't they look great? That's because they're FMV. Space dogfighting your



bag is it? - then you might dredge a morsel of enjoyment from this effort. But be warned, it doesn't look good and it doesn't play well.

Wing Commander 4

Another Mark Hammill pay day and another tale of style over substance. Pants, with a capital shite.



Wing Over

Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.



Wing Over 2 ☆

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, The humanity!



adventure

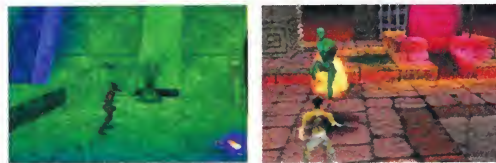
Alone In The Dark m☆☆

One of the original PlayStation adventure games which takes the player into a haunted house scenario and provides it's fair share of mild shocks and light thrills. Cumbersome control and a now dated look haven't taken all the polish off this old girl. But they've tried.



Akuji The Heartless ☆☆☆

Strange voodoo dealings sound promising but in fact form part of an average effort. Wait for price to drop.



Atlantis ☆

As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.



Ark Of Time ☆

Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.



Batman & Robin ☆

Twatman and Bobbins. An obligatory, crap movie tie-in game that the developers. Get the picture?



Blazing Dragons ☆

This may sound like the sort of stupid exclamation that Robin (the boy wonder) would squeak at Batman.



And well it might be. But it's also the name of a potentially good monster mangler that is let down by gameplay that fails to really gel. Don't even touch with a very long pole.

Broken Sword ☆☆☆

Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games of its ilk. Well designed and written, it isn't the trickiest adventure to finish but will keep any player happy, and raise a few smiles for as long as it lasts..



Broken Sword 2 ☆☆☆

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.



Chronicles Of The Sword ☆

Bit of a pork sword, as it goes. Old hat, nothing new, you'd be mad to shell out for it, etc. etc.



City Of The Lost Children ☆☆☆

Basing a videogame adventure on a movie - oh that's new. Except it is when the movie is a French arty flick.



It would be fair to expect our share of tits and onions then, but alas none of either are forthcoming, though the semi-lush graphics makes for a decent games experience.

Cyberia ☆☆☆

A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat in light of more recent achievements. Never a lasting adventure, it leaves a lot to be desired now, but shouldn't be totally dismissed out of hand.



D ☆

Two words that make no sense. Friendly fire. Another two? Interactive Movie. This one looks fair but you expect that from a game that is basically a movie that pauses for you to solve crappy puzzles. Save your money and go to the cinema instead.



Deathtrap Dungeon ☆☆☆

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.



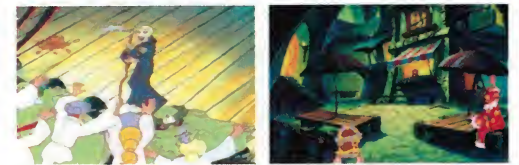
Discworld ☆☆☆

A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it.



Discworld 2 ☆☆☆

And the same applies to this. Far from bad but only the mad-for-Pratchett brigade will mess themselves.



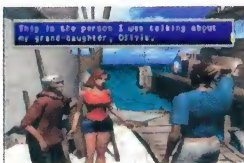
Tomb Raider 2 ☆☆☆☆

Run, jump, fire, hang, say "Ooh!" when you bump into things. Better than the first in every way and one of the few genuine must-have additions to everyone's game collection. A larger game with less puzzling and more shooting action than the first. Top stuff!



Diver's Dream

An aquatic nightmare of a game that should have been weighted down and chucked into the sea. The gameplay has a distinct odour of rotting fish hanging about it, a bit like a tomb-raider sub-game without the sub. Hope it sinks without a trace.



Excalibur 2255AD

An interesting and - for the most part - involving adventure with a decent mix of action and puzzles.



Despite the different setting though, this is an effort which wants to be Tomb Raider and, naturally, fails. Not a bad buy if you can pick it up cheap though.

Hard Edge

Resident Evil meets Die Hard. Ohh, that sounds good. Well it isn't. It's just a bunch over-manganised shit.



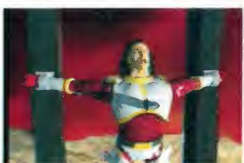
Herc's Adventures

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



Legacy Of Kain

Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.



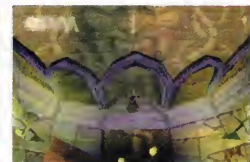
Little Big Adventure

A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.



Medievil

Ghosts n' Goblins is brought into the 90s in this excellent swashbuckling comedy type thing.



US CHART

1. WWF Attitude
2. Driver
3. NCAA Football 2000
4. Final Fantasy VII
5. Need For Speed 3

Men In Black

Cacky movie tie in which pseudo sticks to the plot of the film, but you just don't care.



Metal Gear Solid

One of the greatest games ever, playing more like a movie with you as the hero - Solid Snake. Just buy it!



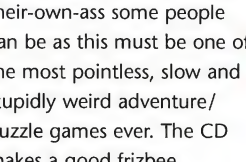
MGS: Special Missions

More VR training missions like the ones from the full game. It's 20 quid and it's Metal Gear Solid - Lite!



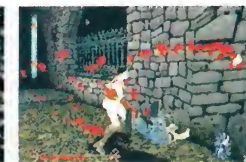
Myst

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up-their-own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The CD makes a good frizbee.



Nightmare Creatures

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.



Ninja: Shadow Of Darkness

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.



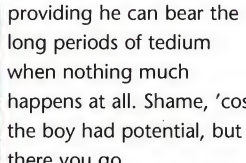
ODT

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...



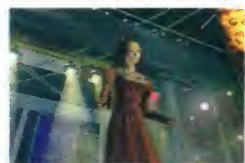
Overblood

A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



Parasite Eve

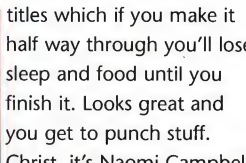
Great Full Motion Video, but hello? where's the game to match? Resident Evil without the good bits.



It's got a dark atmosphere, some of the graphics are good, but it's not enough to cover the poor control system and repetitiveness of the game. Parasitic import.

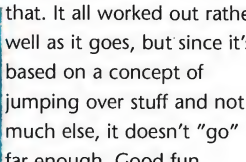
Perfect Weapon

Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those titles which if you make it half way through you'll lose sleep and food until you finish it. Looks great and you get to punch stuff. Christ, it's Naomi Campbell!



Pitfall 3D: Beyond The Jungle

Highly anticipated 32bit revamp of classic game from days of old, when, y'know, monkeys chewed stuff and that. It all worked out rather well as it goes, but since it's based on a concept of jumping over stuff and not much else, it doesn't "go" far enough. Good fun.



£ **Psychic Detective** ★★

Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you



can read peoples minds do you. "He did it officer, I read his mind." end of game. Shite Interwanktive movie shitefest. Shite-Shite that's heavy on the crap.

£ **Silent Hill** ★★★★★

Buy it and make sure you've got a years supply of incontinence pants. It's scary, jesus is it scary!



£ **Tenchu** ★★★★★

Good stuff this. Stealth, cunning and realism required. It's a bit like shagging your mate's mum.



£ **Reboot: Countdown To Chaos** ★★

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.



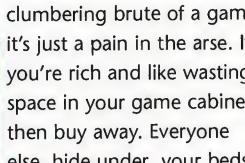
£ **Soul Reaver** ★★★★★

Lara meets Vlad The Impaler and has herself a right good time. It's not TR3, but it does have vampires!



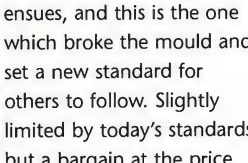
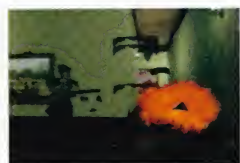
£ **Time Commando** ★

Going back in time and monkeying about with history may have been fun for Michael J Fox, but for this lumbering brute of a game it's just a pain in the arse. If you're rich and like wasting space in your game cabinet, then buy away. Everyone else, hide under your beds.



£ **Resident Evil** ★★★★★

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Combine any four of the above and a fantastic game ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.



£ **Spawn: The Eternal** ★★

Actually considerably better than the film. Just as prison-rape is better than death, just.



£ **Tomb Raider** ★★★★★

The game which launched a thousand magazine covers. And the same amount of pretenders.



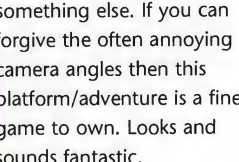
£ **Resident Evil 2** ★★★★★

Twice the adventure of the first game. Leon and Claire's battle is, shock-horror, a stunning shock-horror



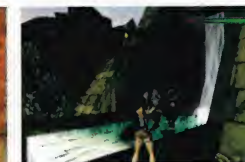
£ **Spyro The Dragon** ★★★★★

Is he Croc? Is he Crash? Is he Sonic the fer-fucking Hedgehog? He's a bit of everything and a lot of something else. If you can forgive the often annoying camera angles then this platform/adventure is a fine game to own. Looks and sounds fantastic.



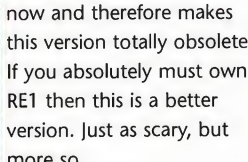
£ **Tomb Raider 3** ★★★★★

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



£ **Resident Evil: Directors Cut** ★★★★★

Justly falling between RE 1 and 2 for quality, and the chance to get a peek at RE2, which has come out now and therefore makes this version totally obsolete. If you absolutely must own RE1 then this is a better version. Just as scary, but more so.



£ **Swagman** ★

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.



£ **X Files** ★

An "Interactive" movie. This isn't a game, it's a TV episode with puzzle breaks. Boring "adventure."



£ **Riven** ★

Not much of an adventure game, but a very striking little collection of moody holiday snaps.



£ **Syphon Filter** ★★★★★

A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.



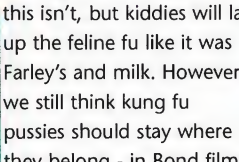
£ **Sentient** ★★

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.



£ **Tai Fu** ★★

Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game. Sugar coated this isn't, but kiddies will lap up the feline fu like it was Farley's and milk. However we still think kung fu pussies should stay where they belong - in Bond films



£ **Airnaughts** ★★

It's not PlayStation Pilotwings, but anyone looking for an instant buzz will enjoy this. Good for a bargain.



"This may be the best looking Play Station game yet" TELEGRAPH

Release Date: September 1999

Tony Hawk's Skateboarding

"...the kids will stop skating the streets just to play this game." LODOWN

ACTIVISION



Alien Trilogy platinum

Not in the same league as Die Hard Trilogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round Alien infested corridors. Dark, edgy, trouser browning action that will appeal to fans of the movies.



Auto Destruct

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.



Colony Wars

All the fun of pretending to be Luke Skywalker or Starbuck out of Battlestar galactica. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The multi-ending campaign is a nice touch. Could have done more really...



Apocalypse

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



B-Movie

Alien-chasing shoot-'em-up with some subtle humour to keep you amused. Tricky to complete.



Colony Wars: Vengeance

...and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



Armoured Core

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid up with the money you make. Fair.



Battle Stations

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.



Contra: Legacy Of War

Horizontal scrolling shoot-'em-up offering nostalgia at best and tits-all at worst.



Area 51

No no no no no! A bland conversion of a bland light-gun coin-op. It has nothing on Time Crisis or Die Hard Trilogy so don't even think of buying. It may appeal to tossers who are in to all that Roswell autopsy guff. Why? Who cares, let the geeks waste their money.



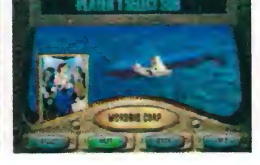
Beast Wars

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it do you? Well you would...



Critical Depth

After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



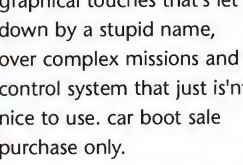
Assault

The best elements from classic shoot-'em-ups combined with a few fresh ideas to create a fast frag frenzy.



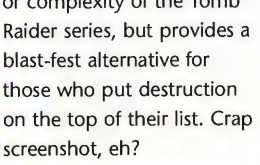
Blam! Machinehead

It sounds like a dull college indie band and plays no better. A 3D shoot-'em-up with the occasionally nice graphical touches that's let down by a stupid name, over complex missions and a control system that just isn't nice to use. Car boot sale purchase only.



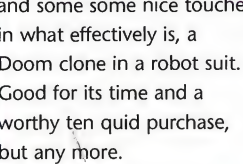
Duke Nukem Time To Kill

Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



Assault Rigs

This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some some nice touches in what effectively is, a Doom clone in a robot suit. Good for its time and a worthy ten quid purchase, but any more.



Blast Radius

Star Wars style shoot-'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.



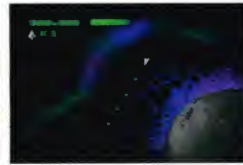
Epidemic

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.



Asteroids

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.



Brahma Force

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.



Exhumed

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.



£ Fade To Black ★★☆☆

A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger



finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.

£ Final Doom ★★☆☆

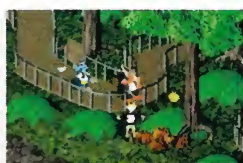
The Doom games are classics and a landmark in gaming technology. This sequel is a goodie but a



toughie, it's only fault is that it runs slightly slower than a basic PC version and can only be played two-player with a link-up cable. Worth getting 'till Quake2 debuts.

£ Firo & Klawd ★★☆☆

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.



£ Forsaken ★★☆☆

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.



£ Frenzy ★★☆☆

Nothing to do with the violent Hitchcock movie, which is a real shame as this cartoony blaster is a complete pile of toss. The fair looking graphics completely fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



£ Future Cop: LAPD ★★☆☆

To all intents and purposes a continuation of the Strike series (y'know, Urban, Soviet and all that), this took the slightly aged gameplay to a higher level with its impressively dark undertones and atmospheric graphics and sounds. Blimey, that was serious!



£ G.Darius ★★☆☆

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.



£ G-Police ★★☆☆

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.



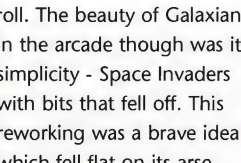
£ G-Police 2 ★★☆☆

Interesting missions and new vehicles fail to make this sequel anything more than a stand alone mission disk.



£ Galaxian 3 ★★☆☆

An interesting idea spawned long before the "let's do an old thing, but make it 3D" bandwagon began to roll. The beauty of Galaxian in the arcade though was its simplicity - Space Invaders with bits that fell off. This reworking was a brave idea which fell flat on its arse.



£ Ghost In The Shell ★★☆☆

A comic book inspired game that never quite manages to achieve its aim. Another car boot sale bargain.



£ Hard Boiled ★★☆☆

Based on the cult comic books of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.



£ Hexen ★★☆☆

Eagerly awaited magical-blaster-cum-gorefest which pleased the Doom crowd when released for the PC.



However, seems as though the programmers were wearing their "Let's Make a Good Game Shit" helmets for this version though, and they've done a hell of a job.

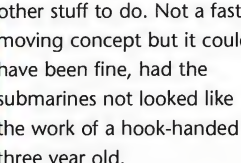
£ Independence Day ★★☆☆

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.



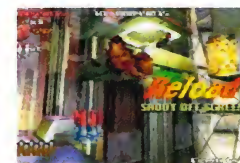
£ In The Hunt ★★☆☆

Underwater submarine-based (well it'd have to be, wouldn't it?) shoot'em-up with enemies to fire at and other stuff to do. Not a fast moving concept but it could have been fine, had the submarines not looked like the work of a hook-handed three year old.



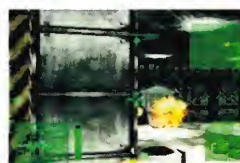
£ Judge Dredd ★★☆☆

Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.



£ Kileak The Blood ★★☆☆

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.



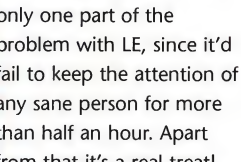
£ Krazy Ivan ★★☆☆

Enormous robots shooting each other across the Russian steppes. It's not a bad old game for its age.



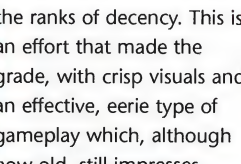
£ Lethal Enforcers ★★☆☆

If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are only one part of the problem with LE, since it'd fail to keep the attention of any sane person for more than half an hour. Apart from that it's a real treat!



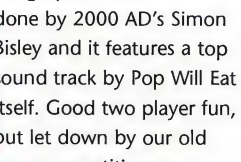
£ Lifeforce: Tenka ★★☆☆

Games which set their stall out by being very dark have to work a lot harder than others to make it into the ranks of decency. This is an effort that made the grade, with crisp visuals and an effective, eerie type of gameplay which, although now old, still impresses.



£ Loaded ★★☆☆

A fast moving isometric shoot-em-up where you get to control gun totin' freaks. The graphics were done by 2000 AD's Simon Bisley and it features a top sound track by Pop Will Eat Itself. Good two player fun, but let down by our old enemy, repetitiveness.



£ Lone Soldier ★

That old arcade classic, Commando is given a 3D treatment. That sounds promising at least.



However, a potentially good idea somehow becomes the the worst shoot-em-up in the history of the genre. Games this piss poor aren't even worth burning. Shite.

£ Novastorm ★

This one harks back to the days of the original PlayStation demo disk and boy, does it show.



It plays like an "into the screen" 3D version of R-type, but with anything that would make it good removed. Times have moved on, so avoid at all costs.

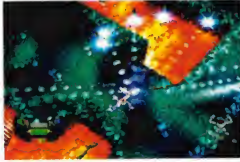
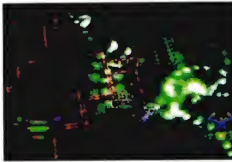
£ Philosoma ★

Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any old effort you care to mention, Philosoma crams a lot onto the screen and mixes in some decent sound, but it's too much of a mish-mash.



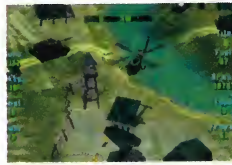
£ Machine Hunter ★★

3D effort which borrowed from the 2D Loaded, but fails to recapture the spirit. Worth a few quid.



£ Nuclear Strike ★★

This sequel to Soviet Strike improves slightly on the graphical front and has a few new touches.



Both this and Soviet are fantastic shoot-em-ups but this one just about wins out and makes a worthwhile addition to your collection.

£ PO'ed ★★

Your supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and not nearly challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be those who shelled out on this crud.



£ Maximum Force ★

Following the success of the excellent Time Crisis came a wave of titles intent on cashing in. None came



poorer than this disgrace and if you see it in the dirt bucket at your local game retailing emporium, offer them a fiver just to see what we mean. Wank.

£ Omega Boost ★★

Fly a robot and shoot up the universe. A simple game thats stunning to look at and plays like a dream.



£ Point Blank 2 ★★

A huge ammount of shooting game action that will keep you showing off your skills till the cows go moo!



£ MDK ★★

Murder, death, kill is the name of the game and that's exactly what you have to do. The graphics



are excellent and the gameplay is novel. The game is only let down by the constant assault you're put under. Great if you can find it cheap.

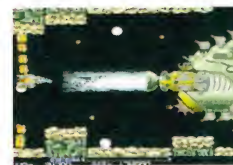
£ One ★★

Yawn. Another case of great graphics let down by getting really boring, really quickly. The lucky thing is, with a title as "inspired" as this one, the possibility of sequels called One Two and One Two Three is almost too stupid for it to happen. Thank Allah for mercy.



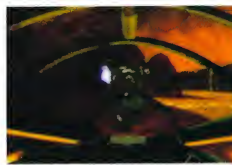
£ R-Types ★

Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing flares? Seemed like a good idea until the holiday snaps came out, and its the same story with R-Types. Leave the crap in the cupboard where it belongs.



£ Mechwarrior 2 ★★

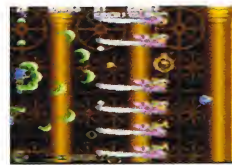
A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech



and blow the shit out of your enemies. It can get quite tough and is an acquired taste. A fun shoot-em-up that can be found at a knocked off price.

£ Parodius Deluxe ★

Nothing to do with ancient Roman hamburgers and a lot to do with conversions of tired coin-op shooters.



There was a time when this sort of game turned heads, but that era is over. This title is just a sad reminder of how we were all so easily pleased once

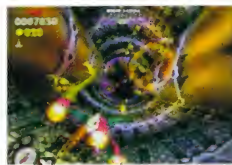
£ R-Type Delta ★★

A shoot-em-up that's more old skool than a hanger full of Rubicks cubes. Blasting action taken into the 90s



£ N20 ★

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement



through the 3D levels to a reasonable if standard soundtrack, but there's never quite enough going on. Wasted potential. The Stan Collymore of games.

£ Nanotek Warrior ★★

A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate reamness. Another one of those games that's worth having if you can find it going cheap, or get given it by a relative for christmas. Not bad, not that good.



£ Time Crisis ★★

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.



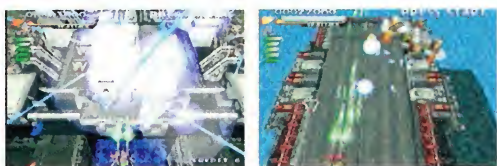
€ Rapid Reload ☆☆☆

Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects are good and the overall level layout makes for an entertaining "romp", but flat scenery and little innovation makes it dull too soon. Nae bad.



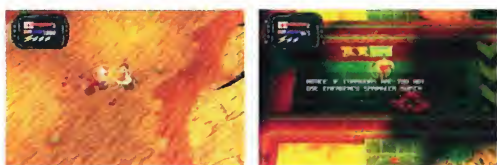
€ Raystorm ☆☆☆

A fine but standard shoot'em-up. Doesn't warrant the 40 note price tag though.



€ Reloaded ☆☆☆

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable



€ Revolution X ☆☆☆

An unusual shoot-em-up in an Operation Wolf Stylee. You have to shoot up the establishment with your CD chucking machine gun and clear the way for Aerosmith to take over the world. God save us from corporate rock and squitty-arsed games like this.



€ Robotron X ☆☆☆

More arcade revamp-age and another example of why the dinosaurs became extinct. More cheddary than a horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's just stick with highlight, shall we. Bottom of the food chain, this kind of thing.



€ Rogue Trip ☆☆☆

Wish You Were Here meets Twisted Metal, except it's slightly unfair. We've all wanted to twat bejesus out of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking rep for advice.



€ Shadow Gunner ☆☆☆

Robot warriors. Killing each other and such stuff. As indeed they have done better many times before.



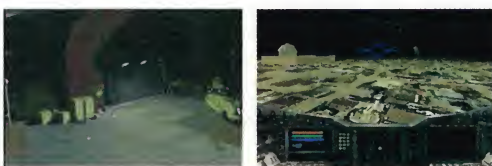
€ Shadow Master ☆☆☆

Great-looking blaster with loads of intelligent action. Get you're brain in gear, this one's for you.



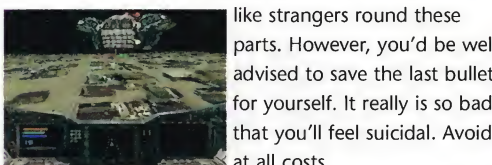
€ Shellshock ☆☆☆

3D tank thang where combat strategy comes into play. Worthy but dark, and dull, dull, dull.



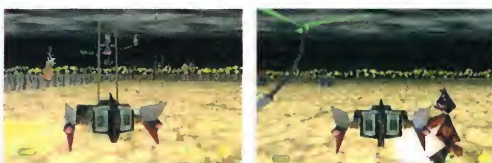
€ Shockwave Assault ☆☆☆

Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't like strangers round these parts. However, you'd be well advised to save the last bullet for yourself. It really is so bad that you'll feel suicidal. Avoid, at all costs.



€ Slamscape ☆☆☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly..



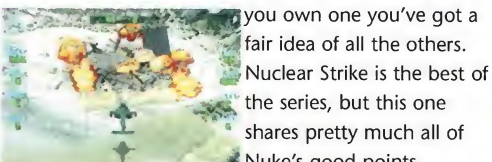
€ Small Soldiers ☆☆☆

The game of the surprise hit film. Mini soldiers causing major mayhem in a well presented game. Comes into its own in two player mode where days will pass like moments, or clouds, or whatever, but a worthwhile buy for the friendless. Get some mates first



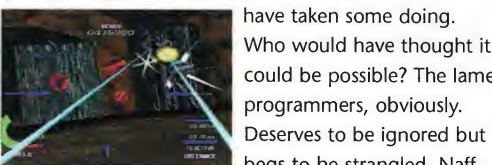
€ Soviet Strike ☆☆☆

These Strike games all share the same excellent quality of gameplay as they do everything else. Once you own one you've got a fair idea of all the others. Nuclear Strike is the best of the series, but this one shares pretty much all of Nuke's good points.



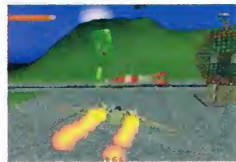
€ Starblade Alpha ☆☆☆

The arcade version was terrible and this conversion, amazingly, manages to be even worse, which must have taken some doing. Who would have thought it could be possible? The lame programmers, obviously. Deserves to be ignored but begs to be strangled. Naff.



€ Starfighter 3000 ☆☆☆

An early 3D effort with some fine but all too rare moments of action, particularly when viewed from the external angles. Speaking of which, its angular emptiness is the reason it becomes so boring so quickly. Worth a fiver for a quick blast.



€ Steel Harbinger ☆☆☆

See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



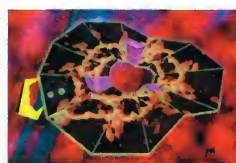
€ Steel Reign ☆☆☆

Painful weather that. Almost as grim as the weather in Manchester. The game itself is even worse.



€ Tempest X3 ☆☆☆

Three games in one, so let's do some maths. Now class, listen up. 3 x shite = triple shite.



€ The Fifth Element ☆☆☆

Big news at the box office thanks in no small part to the unfulfilled promise of a spot of Mira minge. No such empty promises here, but a whole set of new ones encompassing everything from plot and graphics, to gameplay and ultimately, point. Utter nonsense.



€ Tigershark ☆☆☆

Dull nautical non-event involving blasting all and sundry in the big, deep sea.



€ Total Eclipse ☆☆☆

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles. This screenshot gives the impression that the game looks okay. Don't be fooled, it looks like it plays, and it plays like Sunderland.



€ Tunnel B1 ☆

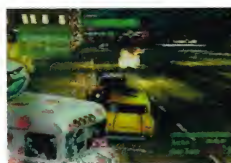
Fast tunnel-based blaster that set the pace in the early days and now limps around at the back.



In its day it looked the business but things have moved on considerably since then. So it's 'bye-bye B1' and 'hello more interesting pastime'.

€ Twisted Metal ☆

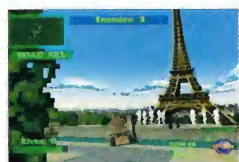
The original PlayStation road rage game was a jerky disappointment, despite its cool 'kill 'em all' attitude.



Featuring psychotic ice cream vans and hellbent taxis, it's been surpassed by games all smoother and generally more alluring. So we move along now to...

€ Twisted Metal 2 ☆☆☆

A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid



amount of fire power. Enter an arena and kill everyone you see. Much better than the first one and worth a look for anyone who suffers serious road-rage.

€ Viewpoint ☆☆☆

It may sound like a cheap Bournemouth bed 'n' breakfast but is actually a visually attractive



shoot'em-up that is heavy on the old-school shooting side. It's a shame that tricky play lets down what is otherwise a fairly reasonable no-brainer.

€ Vigilante 8 ☆☆☆

An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about.



€ Viper ☆☆☆

Good-looking shoot'em-up, but one that also offers nothing original in terms of gameplay.



€ X2 ☆☆☆

You can't beat a game with a nice and unassuming name. X2 features some pumpin' techno soundtracks



and a difficulty level that will make you rip out your own hair, and that of anyone else to hand. Feeling tough then have a look. Wimps should stay clear.

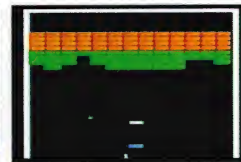
€ Xevious 3D/G+ ☆☆☆

As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid.



€ Atari Arcade's Greatest Hits ☆

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.



€ Atari's Greatest Hits 2 ☆☆☆

Another chance to remind yourself just how far games have advanced in such a short space of time.



Nostalgia, but little else. Certainly very little enjoyment or long term pleasure to be gained. Slightly better games than volume one managed.

€ Aquanaut's Holiday ☆

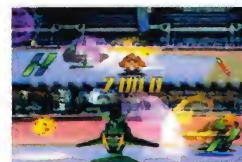
Games equal fun, that's how the equation is meant to work. This is the loosest use of the word "game" that



you will ever have the mis-pleasure to "play." Aquanauts at work, now that would be something. A truly awful game that has no place anywhere.

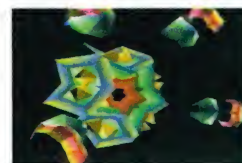
€ Ball Blazer Champions ☆

Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.



€ Baby Universe ☆

You know that sound to light flashing demo thing that you get with your PlayStation? Well now you can pay



£20 for a slightly better one if you're mad. As something to leave on in the corner of a room during a party it might be okay, as anything else it's tres poor.

€ Bust A Groove ☆☆☆

Dance yourself to death with this cool Parappa clone. Classy game packed full of annoying music that you'll



be humming for days. If anything though it's more fun to watch than play as you can appreciate the comedy of the characters more. Check it out.

€ Chessmaster 3D ☆

You can either play chess or you can't Those who can but can't find anyone else to play may find this one



interesting. Anyone else would be better advised of getting a board and playing a real person. Remember them? They look like you! Well.. almost.

€ Courier Crisis ☆

Gameplay crisis would be a better title. A modern day Paperboy that goes badly wrong. Best avoided.



€ Bomberman World ☆☆☆

Multiplayer frag-fest that will keep you and your mates up all night long. But not much cop in single-player!



€ Dodgem Arena ☆☆☆

Straight out of the heart of Amsterdam's Red Light District comes this cross between WipEout and Ice



Hockey. Collect the puck and fire it into the moving goals. Bloody difficult, bloody frustrating and another of the brigade best played in two player mode.

€ Die Hard Trilogy platinum ☆☆☆

Thrills and spills from start to finish in this varied movie caper. Quality game well worth owning.



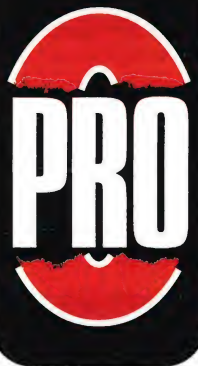
€ Extreme Pinball ☆

Oh no it isn't. You'd have more fun playing one of those crappy plastic poundstore pinball games than



going anywhere near this bunch of rusty balls. For god's sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.

dealer



reader top10

As expected, we're seeing the same titles again, but there's been a bit of a tusslin' going on. At last we see the amazing Driver break into the Top 10. Not 'arf, Cocknockers.

1. Driver
2. Metal Gear Solid
3. Grand Theft Auto: London
4. Tomb Raider 3
5. Syphon Filter
6. Tekken 3
7. Gran Turismo
8. Silent Hill
9. Oddworld: Abe's Exoddus
10. UEFA Champion's League

As with any sunny day in Manchester, there's always a dark, stormy cloud close behind. The following is the pick of the dirty, great, stinking shite articles that have made one and all's life a misery over the years.

1. FA Premiere League Stars
2. Dodgem Arena
3. Starblade Alpha
4. Baby Universe
5. Rampage World Tour



Gran Turismo



Driver



Metal Gear Solid



THE BEST PLAYSTATION GAME OF ALL TIME IS

Because.....
2.....
3.....
4.....
5.....

THE WORST PLAYSTATION GAME OF ALL TIME IS

Because.....
Name.....Age.....
Address.....
.....
.....
Game you'd like to win.....

Send your entry to: PRO VOTES, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4EY or e-mail me at chicken@idg.co.uk

£ Fluid



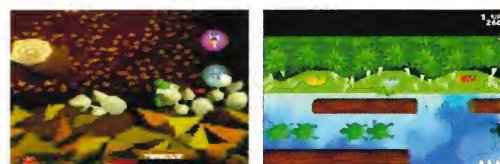
Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



£ Frogger



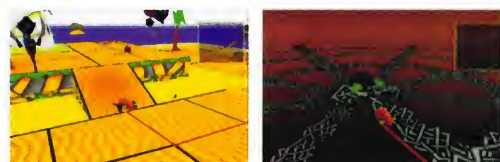
Dodge traffic with everybody's favourite slimy amphibian in this 3D remake of the classic.



£ Live Wire



Another old game gets rehashed. Gameplay's repetitive but the handbag house soundtracks lifts it a bit.



£ Mr Domino



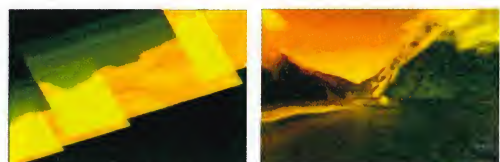
Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



£ Music



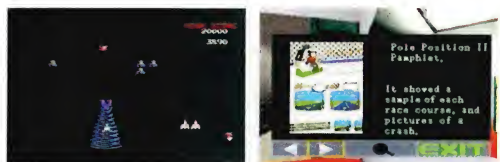
Not a game but a music making tool. 1000s of samples to patch together and great fun too.



£ Namco Museum Vol 1



Old games that look crap. And play alright. For a while, but then get drab. Understand?



£ Namco Museum Vol 2



For Christ's sake! Stop dredging up the deceased. Let them rest in peace. Again, a better volume two.





£ **Namco Museum Vol 3** ★

The further into the back catalogue you go the fewer classic games there are it seems. Why do they still churn these out? People obviously have rose tinted glasses when it comes to shite like this but after five minutes they're consigned to the bin. Stop it.



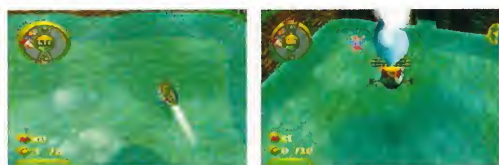
£ **Namco Museum Vol 4** ★

Jesus frigging wept. How many more of these games are we going to have to endure? I mean, if people wanted to play tired old games, they'd make an effort and buy a Spectrum from the charity shop for a fiver. And that includes games. Waste of money?



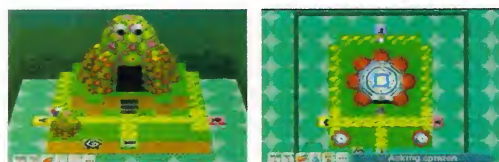
£ **Overboard** ★

Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.



£ **Pet In TV** ★

Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.



£ **Pitball** ★

Who ever said that the majority of futuristic sports games are poorly realised bum fluff? Well this one proves their point in so many ways. Do anything else than play this game. And that includes walking on broken glass in bare feet. File under shit and leave.



£ **Parappa the Rapper** ★★★★★

The most original game on the playstation that will make your Granny believe that Rap music can be quite catchy. The gameplay is basic, but the reamness of the game shines through. You you can even pick it up for under twenty quid . An ansolute must have bargain.



£ **Poy Poy** ★★★★★

Recently beaten by the imaginatively named Poy Poy 2 as being the top multi-tap game for beer fueled night in with "der boyz." Pick up rocks and chuck them at your opposition 'til only one survives. Fun, yet limited and only worth buying at a slashed price.



£ **Poy Poy 2** ★★★★★

You'll need a multi-tap to fully appreciate this quirky pain game, not for loners, but a multi-player miracle.



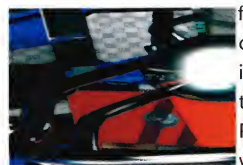
£ **Pro Pinball: Big Race USA** ★

The latest unsurprisingly atrocious attempt at bringing the bar-room classic to the PlayStation. People need to learn that we want variety and that supplying us with just a single table simply isn't good enough. Apart from that it's standard fare anyway.



£ **Pro Pinball: The Web** ★

Hey, one whole table for the price of 70 games of pinball in any pub in the country. Ever get that feeling that a games company has pushed a pipe into your bladder and is busy taking all the piss you have? Play this and you will know what I'm talking about.



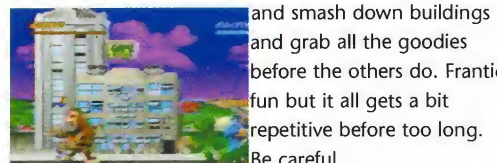
£ **Pro Pinball: Timeshock** ★★

The whole Pro Pinball series has been slightly disappointing. This is the best of the three though.



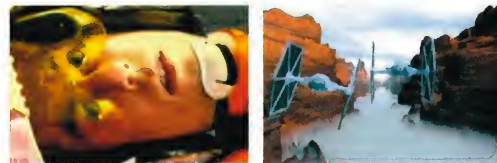
£ **Rampage World Tour** ★

An ancient arcade conversion based on the old B-Movies. Take control of a huge King Kong or Gorilla and smash down buildings and grab all the goodies before the others do. Frantic fun but it all gets a bit repetitive before too long. Be careful.



£ **Rebel Assault 2** ★

You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.



£ **Williams Arcade Hits** ★

They were arcade hits but now they're something that rhymes with it. This ridiculous excuse for a collection should be dealt a swift blow to the back of the head, dumped in a waste truck to be cremated and saved in an urn on the mantelpiece. Don't chuffin get it!



Rampage 2 ★★

A new spin on an ancient coin-op. After a few minutes it becomes clear that it's soooo repetitive. Despite a few chuckles, its the same old tired engine, offering absolutely nothing new. You've seen it all before, don't bother buying it again.



£ **Riot** ★

Futuristic game in crap game shock horror. It's not a new story is it, and this game does nothing to change the age old story. It has no redeeming features and an overall drabness that will make old-time gamers hark to the days of SpeedBall 2.



£ **Rosco McQueen** ★★

Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable extinguish 'em-up.



£ **Spice World** ★

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.



£ **Tilt!** ★★★★★

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.



£ **Trap Runner** ★★

Top Idea! Run about, plant bombs – kill enemy. Unfourtunatley, it gets very samey, very quickly.



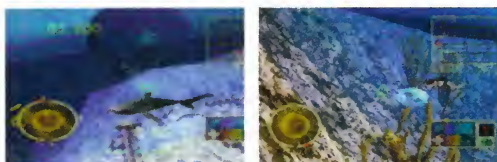
£ **True Pinball platinum** ★★

You lot think that writing about games is a doss don't you. Well try talking about a shit load of equally bad pinball simulations and then see how it feels. It really is that tough! There is only one decent pinball game and that's Tilt. This one is just as bad as the rest.



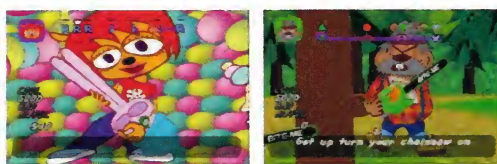
£ Treasures Of The Deep ★★

Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.



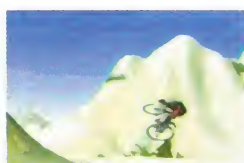
Um Jammy Lammy ★★★

Parrapa the Rapper with a cute guitar weilding lamb taking the doggy dogs place. As fun as you can get.



£ 2xtreme ★

Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports at the moment, so



make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there and pass me the sick bag.

£ Actua Golf ★★

The original golf game had a few minor faults but still did the business, but it all looks very dated now.



£ Actua Golf 2 ★★

There is nothing new here that would warrant an upgrade from the original. Those of you who come across this golf 'em-up going for a song will get what you paid for. You'd be better of hunting around for Actua golf 3, which at least has a new control system.



£ Actua Golf 3 ★★

Gremlin's latest club-swinging is far superior in both graphics and game options. The best of the three.



£ Actua Ice Hockey ★★

The Actua Sports series expands into the world of American sports. Not as good as the NHL series.



Actua Ice Hockey 2 ★★

Not as slick as NHL '99 but worth getting if you can get it cheaper than EA's effort. OK for a puck around.



£ Actua Soccer platinum ★★

Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.



£ Actua Soccer 2 ★★

Looks extremely dated in comparison to what's below. Not really worth getting these days.



£ Actua Soccer 3 ★★

One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.



£ Actua Soccer: Club Edition ★

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.



£ Actua Tennis ★

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.



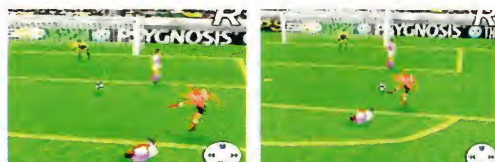
£ Adidas Power Soccer ★

Another big licence that pumps too much money into getting a household name, and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one, It's shite. So heed our honest opinion.



£ Adidas Power Soccer '97 ★

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.



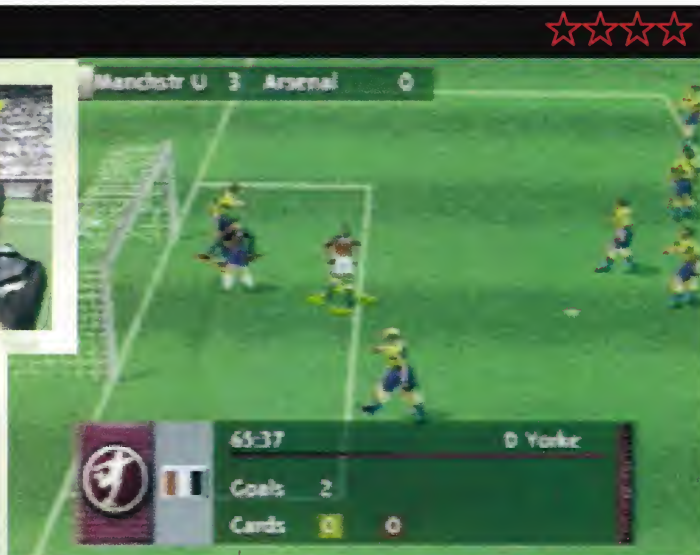
£ Adidas Power Soccer '98 ★

The Power Soccer brand goes from strength to strength with yet another crap soccer sim.



£ FIFA 99 ★★★★★

Quality football game, possibly the best there is. An essential purchase for all footy fans. Away the lads.



Adidas Power Soccer 2

An ever-oh, so slight improvement on Adidas Power Soccer Bear in mind that the original was pretty bad to and that should give you some indication that this incarnation is well worth avoiding. Like the plague...or a herpes-ridden ex-girlfriend.



All Star Soccer

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



All Star Tennis

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.



Anna Kournikova's S.C. Tennis

The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse. The game gives a whole new take on ball-play, and its addictive playability will have you coming back for more. Check out the tennis death match option.



Beach Volley Heroes

What a great excuse to make lots of gags about bouncing breasts. The only Volley ball game on the PlayStation gives you plenty of material to snigger at, while managing to be a surprisingly good game. But who wants to play volleyball on their TV?



Break Point

You would think that creating a decent Tennis game would be a piece of piss, they've been around since the very first consoles after all. Well, no. Break point just goes to show you how wrong you'd be. Like watching a game on Wimbledon's court 12.



Brian Lara Cricket

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.



Chill

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to? Certainly not here.



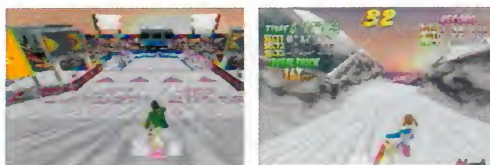
Cool Boarders

Playable but ultra short snowboarding game. It's trendy to get rad but the game never really gets there.



Cool Boarders 2

Improvement on the original offering more tracks, stunts and more adrenalin fuelled gameplay.



Cool Boarders 3

The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.



Davis Cup Tennis

A big licence tennis game that proves how wary you should be about big sponsorship games. Be patient and get yourself some strawberries and cream or something. Alternatively go out and buy Anna Kournikova's S.C. Tennis to see how it should be done.



Dead Ball Zone

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.



ESPN Extreme Sports

BMX racing amongst others in a truly poor sports game. The best thing to do is to pretend that this never existed. If this was a girl you'd finish with her for being dog ugly before your mates ever found out that you'd snogged her. And took the piss forever.



Everybody's Golf

Wonderfully playable golf game that ditches crappy photorealism for playability. We love it.



FA Manager

Well, what do you know, it's a good example of how not to do a footy management game. Avoid.



FA Premiere League Stars

"Dear Miss Bea, I've just bought FA Premiere Stars and it's shite - give me cheats!" Top of the charts? Why!



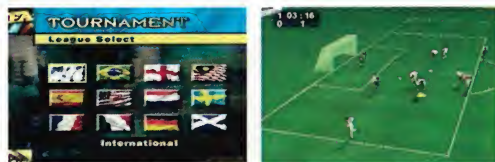
FIFA '96 platinum

Those of you who brag about how good FIFA '99 is should look back at this earlier effort and see exactly things have come on. Obviously it's an expensive way of demonstrating how duff the '96 game is. But you get the point. It's crap. So be warned.



FIFA '97

Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.



FIFA RTWC '98

Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world.



Goal Storm

This was one of the first football games that was available on the PlayStation. It was created by the Japanese and, wouldn't you know it, it shows. With so many impressive footy games out there, it is hard to say who this dribble wreck of a game would appeal to.



ISS Deluxe ☆☆☆

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.



ISS Pro platinum ☆☆☆

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



ISS Pro '98 ☆☆☆

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.



Int. Track & Field platinum ☆☆☆

The is still far and away one of the most playable and addictive games you can play. The controls are a doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knacker as the real thing. Almost.



Jonah Lomu Rugby ☆☆☆

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.



Kick Off '97 ☆☆☆

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.



Kick Off World ☆☆☆

Playable enough but overtaken and overshadowed by so many other football titles.



Knockout Kings '99 ☆☆☆

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box you ears son.



Libero Grande ☆☆☆

You only control one player while the action happens around you. Not as bad as it sounds - quite playable.



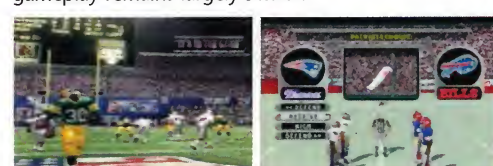
Madden NFL '97 ☆☆☆

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.



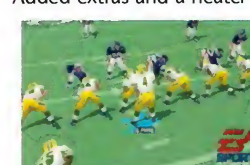
Madden NFL '98 ☆☆☆

Vastly improved graphics than the original. But the gameplay remains largely similar.



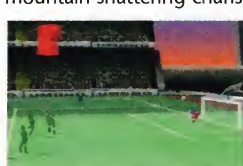
Madden '99 ☆☆☆

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all but the most dyed-in-the-wool fans of the series would be just as well served by saving some money by picking up a prequel on the cheap.



Michael Owen's WLS '99 ☆☆☆

You'd think that a game that shared Michael Owen's mountain shattering charisma would be a lot worse than this one actually turns out to be. Thankfully, his monotonous introduction is the biggest low this top game has. A good footy effort you'll enjoy.



Nagano Winter Olympics ☆☆☆

What a shame. This eagerly awaited frost-em-up turned out to be a to be more of a lame sleet shower in Hull than a tourist crumpling avalanche in the Austrian Alps. There are much better winter sport games available - such a shame you have to be looking.



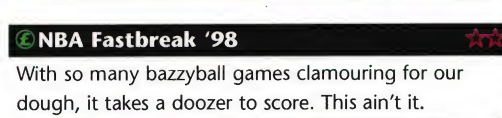
Namco European Soccer ☆☆☆

A truly awful rendition of the sport that every Tom, Dick and Harry tries to render on the PlayStation. Some clever people have managed it, Namco haven't. More of a Torquay United struggling against relegation than a treble winning Manchester United kind of game.



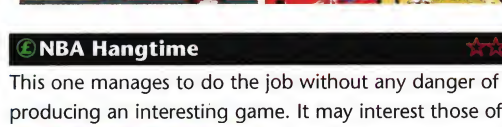
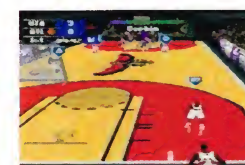
Namco Smash Court Tennis ☆☆☆

The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.



NBA Fastbreak '98 ☆☆☆

With so many bazzball games clamouring for our dough, it takes a doozer to score. This ain't it.



NBA Hangtime ☆☆☆

This one manages to do the job without any danger of producing an interesting game. It may interest those of you who like their American sports, which are of course just thinly disguised British schoolgirl's games. But only if it came free with a top game like Spice World.



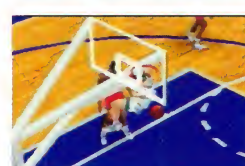
NBA In The Zone ☆☆☆

Tell you what - look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did, believe us, this is not the place to start your shopping. Look for the NBA Live series and you can't go far wrong.



NBA In The Zone 2 ☆☆☆

Cheers. Might as well tell you about the better of the two eh? Well it's like this - as basketball games go this is as good as you're likely to get. Depends on whether you like the fast arcade-y feel it has or prefer a more simulation-like experience. Okay?



NBA Jam Extreme ☆☆☆

Playable enough in an uninspired way, but does a disservice to the great old NBA Jam franchise.



€ NBA Jam TE ☆☆☆

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully charged and a fantastic cheesy commentary featuring every bazzy cliché and a few more besides. Additional power-ups make it a treat in either one or two-player modes.



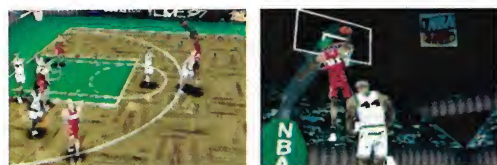
€ NBA Live '96 ☆☆☆

An extremely well received version of the net-ball impostor. It attempts to simulate the game far more than it's 'Jam counterpart but has been superseded by four years of superior updates. Just consider how embarrassing it would be to just have the old stats.



€ NBA Live '97 ☆☆☆

Improved and updated with all the league players and a greater feeling of control. Really good effort.



€ NBA Live '99 ☆☆☆

The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



€ NBA Pro '98 ☆☆☆

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.



€ NBA Pro '99 ☆☆☆

Arcade hoop action that is fine for a quick dribble, but lacks any of the additions that in depth players yern for.



€ NFL Gameday ☆☆☆

It's up there with the earlier Madden Football games but only manages to offer a slightly different perspective. It's no less offensive than the rest of the series, but it sure as buggery isn't any better, so you need to watch out before spending your money.



€ NFL QB Club '96 ☆☆☆

Thanks to the huge demand of American Football, we can expect to see more and more of these piss average games. If only people refused to buy the naff ones, then the publishers would be forced to release only good games. Simple eh? Nah, it'll never catch on.



€ NHL '97 ☆☆☆

The NHL series stand out as the best ice hockey games. This early version looks old now though.



€ NHL '98 ☆☆☆

And with this game the sport known as Ice Hockey was brought to the PlayStation. And most satisfactorily too. It's a pity that the sport isn't as popular in this country. This one deserved to do well. At least until the superior '99 incarnation. Now '99 is out, this is pointless.



€ NHL '99 ☆☆☆

Easily one of the most perfect sports games released on the PlayStation. Just about everything you could ever wish for. Realism, action and brutality in abundance, mixed in with top graphics and the best commentary heard in a sports game.



€ NFL Blitz ☆☆☆

The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.



€ NFL Xtreme ☆☆☆

Similar to Blitz but not quite as fun. The rules are still missing, but so is some of the gameplay.



€ NHL Faceoff ☆☆☆

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.



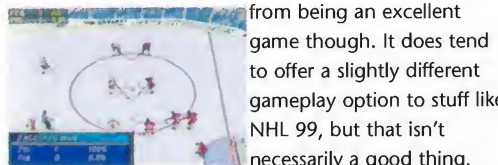
€ NHL Faceoff '97 ☆☆☆

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



€ NHL Faceoff '98 ☆☆☆

Of the three Faceoff games this is the second best and is infinitely better than the above. It's still a long way from being an excellent game though. It does tend to offer a slightly different gameplay option to stuff like NHL 99, but that isn't necessarily a good thing.



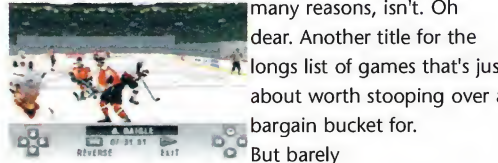
€ NHL Powerplay Hockey ☆☆☆

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.



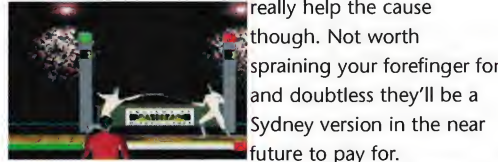
€ NHL Powerplay '98 ☆☆☆

This NHL puck-fest shares the same fate as its predecessor, it looks like a good hockey game but for so many reasons, isn't. Oh dear. Another title for the long list of games that's just about worth stooping over a bargain bucket for. But barely.



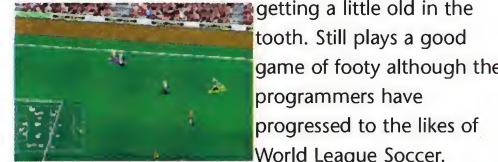
€ Olympic Games ☆☆☆

Finger numbing Track and Field style games like this have always been popular. This poor example doesn't really help the cause though. Not worth spraining your forefinger for and doubtless they'll be a Sydney version in the near future to pay for.



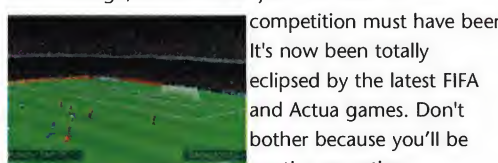
€ Olympic Soccer ☆☆☆

One of the early attempts with a rather silly license. Back in it's day it played like a dream, but now it's getting a little old in the tooth. Still plays a good game of footy although the programmers have progressed to the likes of World League Soccer.



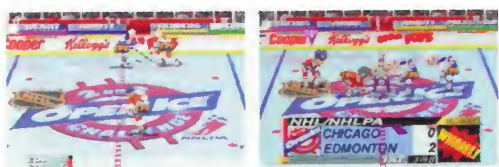
€ Onside Soccer ☆☆☆

This wasn't the best football game when it came out all that time ago, which shows just how bad the competition must have been. It's now been totally eclipsed by the latest FIFA and Actua games. Don't bother because you'll be wasting your time.



€ Open Ice ★

Comparatively poor attempt at capturing the speed and brutality of the sport.



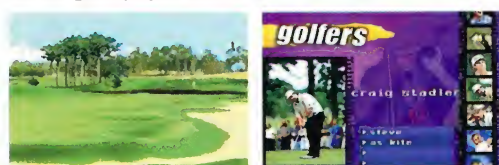
€ PGA Tour '96 ★

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.



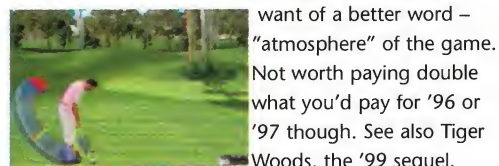
€ PGA Tour '97 platinum ★

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.



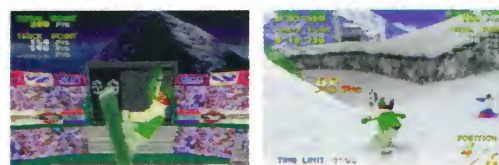
€ PGA Tour Golf '98 ★

An update for the sake of it, but one which managed to go a little further in terms of graphics and – for want of a better word – “atmosphere” of the game. Not worth paying double what you’d pay for ‘96 or ‘97 though. See also Tiger Woods, the ‘99 sequel.



€ Phat Air Snowboarding ★

Bandwagon-jumper with a few nice touches which fail to increase longevity beyond minutes.



€ Player Manager ★

The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you’re wondering.



€ Pool Shark ★

Novel game if only because the rarity of its subject matter. Far from bad, but fairly workmanlike.



€ Power Move Pro Wrestling ★

A slightly above average wrestling fest with a few neat touches. No-one’s first choice.



€ Premier Manager '98 ★

Plenty of stats but not much excitement in this just-above par management game.



€ Premier Manager '99 ★

Unnecessary sequel to the above which does well to provide a complex and involving experience given the PlayStation’s limitations when it comes to memory/stats-hungry software. Improved presentation could have made it even better.



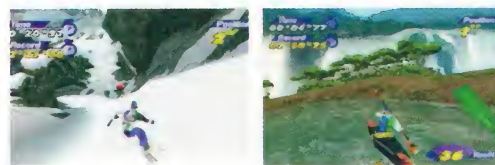
€ Puma Street Soccer ★

From the chaps who make pumps. Four-a-side “action” for rich kids with no mates. Pretty awful.



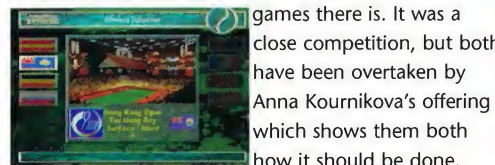
€ Rushdown ★

Three extreme sports in one great package, a marketing man might have said. He’d have lied...



€ Sampras Ext. Tennis ★

That’ll be Tennis with hand grenades then. A brave attempt to stop Smash Tennis being the best tennis games there is. It was a close competition, but both have been overtaken by Anna Kournikova’s offering which shows them both how it should be done.



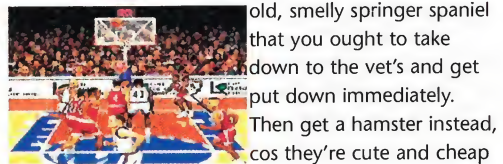
€ Sensible Soccer ★

Don’t be fooled by the fact it looks shite. It plays even worse. The crappiest football game available, really.



€ Slam 'n' Jam '96 ★

Look at the age of the poor thing. It tries so, so hard to be acceptable but fails pathetically. A bit like an really old, smelly springer spaniel that you ought to take down to the vet’s and get put down immediately. Then get a hamster instead, cos they’re cute and cheap



€ Snow Racer '98 ★

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.



€ Soccer '97 ★

Updated version of Olympic Soccer with league teams. Looks good and plays well.



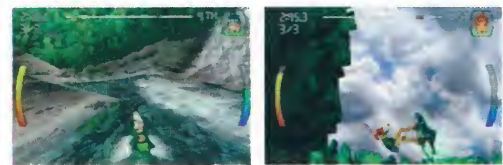
€ Space Jam ★

Basketball-cartoon combo with a movie tie-in. Go on, try and have a worse idea, we challenge you.



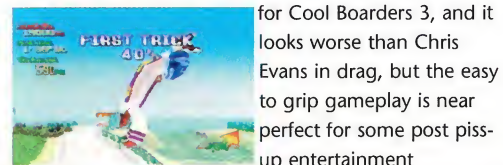
€ Streak ★

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.



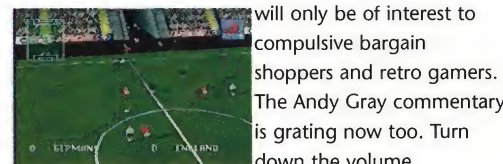
€ Street Skater ★

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for Cool Boarders 3, and it looks worse than Chris Evans in drag, but the easy to grip gameplay is near perfect for some post piss-up entertainment



€ Striker '96 ★

Look at the age of this for Christ’s sake. It may have been one of the first Football games to impress, but will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



shouts

Selling your granny or just bragging about high scores, send in your rantings and we'll print 'em.

Will swap Croc 1 with book in front or swap issue 47 without demo for two Croc 2 posters. Croc 1 was £10-£15. Call Phillip James Simpkins on 01453 836672

Games for sale including Resident Evil, Spyro, too many to list. Also guides and light gun. Send S.A.E for full list and prices. All games work and will consider swaps, send details of swaps if this is what you want write: Caz, 22 Harthill Road, Sheffield S13 8AN

Want male/female pen pal who loves PlayStation and Pro and hates N64. Guaranteed reply. Must enjoy a good time and must love games like R.E. 2, Silent Hill and Parasite Eve. Also selling SNES with 15 games - 50 quid also (Uh-Oh, we hear the sound of a thousand lawyers rubbing their hands...) ***** is a sister *****
***** Ok Graeme McMillan, 120 Rosehall Road, South Lanarkshire, Scotland, ML7 5BS

I want Syphon Filter and I want it now! I will give Metal Gear Solid and Worms for it. Or I will give my £10-£15 for Syphon Filter. Want Nagano Winter Olympics '98 will swap anyone of my 21 games for it (come on someone) or £15 (OK)

Adam Pearson, 46 Hardings, Panghanger, W.C.C, Herts AL7 2EJ

I'll Swap my Destruction Derby 2 or A Bug's Life for your C&C: Red Alert. Must be in good condition. Phone Emmet on 0902 85441 (Ireland). Do not phone before 6pm

Imports card only £8.00. Games £15 per disc. Dual Shock control £15 will swap Lost World or £5 DD2, FFVII for Silent Hill or WWF Attitude or Syphon Filter or Time Crisis with G-Con gun only call for games. Lewis Ashman 0181 2492820

Hello I am searching for Tekken 72 after I heard last month that someone was after Gran Turismo 2. If scummy Man United supporters can make ridiculous comments so can I.
Craig and Jack, Nottingham.

PlayStation games to swap and for sale! I'll swap Bubsy 3D for Tekken 3, Crash Bandicoot 3 or Spyro the Dragon. Plus, Vigilante 8, 2 months old, £20. Please call 01792 542418

Male or female (preferably female) penpal wanted age 12-16. I'm 14. Must like talking about anything except Newcastle FC (Coz they are crap) (FTM) I like footy, PlayStations, cinema and PlayStation Pro! I'll reply to all of ya (as long as you're sane) Tom Burn (Yes - He's hot!) 31 Hipsburn Drive, The Barnes, Sunderland SR3 1TX

I'm looking for a penpal aged 15-17 girls

only write back ASAP I live at 15b Jedworth Ave, Drumchapel, Glasgow G15 7QY looking forward to hearing from you.

PlayStation with Silent Hill, Driver, Alundra, Resident Evil DC, Resident Evil 2, Wild Arms, Gran Turismo, Micro Machines, Tekken 2, Die Hard, Soul Blade, Final Fantasy VII, 3 Joypads, (two are rumble) three memory cards and a CD case full of demos all in good condition worth £400 sell for £200 David French 29 Regency Ave, Kings Lym Norfolk

Female Penpals wanted 13-16. I'm not bothered what you're interested in. But I know you like PlayStations coz you are reading this. Send a photo if you can. But a description will do. I'll swap cheats, tips and anything you want. See ya.
Tom Burn 31 Hipsburn Drive, The Barnes, Sunderland SR3 1TX

Dear Pro, I noticed that in issue 38 you got one of your models to send a reader a letter so I was wondering if you could get the girl on page 52, issue 37 to send me a letter or signed picture. Thanks Pro! (No! - Pro) Jason (dream on) Ashton.

Wanted! Resident Evil2. Will pay £10 - £12. Oh yeah and the poof who says we smell, smells himself. Yeah. Think he's good, but is sad!!! And Grant has the fattest arse! Send to Robin Beattie, 16 Waughton Place, Johnshaven DD10 OHH

Send to: Shouts, PlayStation Pro, FREEPOST SK3038, Media House, Adlington Park, Macclesfield, SK10 4YE.

One word per box only

Name:

Address:

Tel no (if for publication):

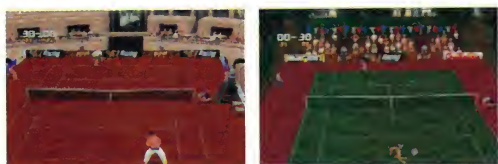
How often do you buy PlayStation Pro? (every issue, most issues, occasionally)

Are you old? How old, exactly?

How many games do you own? How many imports?

£ Tennis Arena

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.



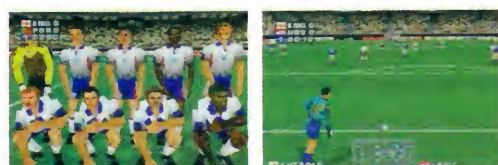
£ Ten Pin Alley

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.



£ Three Lions

Talk about football coming home. This average effort should have stayed there.



£ Tiger Woods '99

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.



£ Total NBA '96

A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of "worth a bargain buy" really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.



£ Total NBA '97

What? WHAT? Go away. Read the next one. It's identical. Honest!



£ Total NBA '98

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the "Total" bunch. It sounds good too, and is in fact well worth checking out.



£ Triple Play 2000

Top Baseball action that will please fans and American toss game haters alike. Hey! Swing bada-bada SWING!



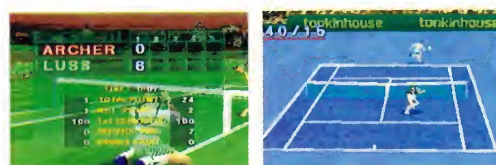
£ UEFA Champions League

A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved



£ V Tennis

Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?



£ Victory Boxing

Build up your boxers face pummeling skills then let him loose in the ring. You can't fight any real life virtual fighters (does that make sense?) and it has been bettered by it's sequel. There are better pugilistic games in the stores so get them instead.



£ Victory Boxing 2

More involved than the first. Take your fighter through the ranks. Mostly the same game though.



£ Virtual Golf

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



£ Virtual Pool

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take and at least you'll get an enjoyable game. Tell him no face hits though.



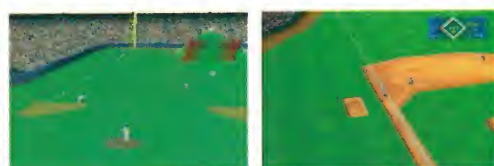
£ VMX Racing

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.



£ VR Baseball

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...



£ VR Baseball '99

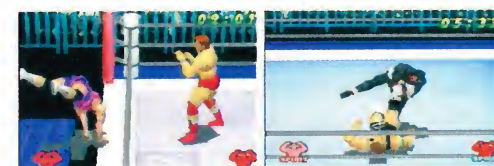
No one wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



What you end up with is half a game and not a bad one at that. It's got plenty of statistics for the geeks and plays well. No chance to spit on the bases though.

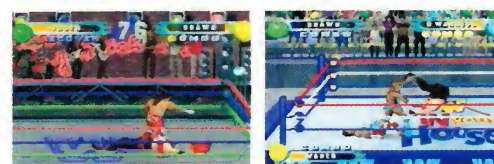
£ WCW vs the World

The truth is that these games are so much alike. This is a better example of the genre though.



£ WWF In Your House

Where as this is an atrocious one. And where's Big Daddy? What do you mean he's dead?



£ WWF Wrestlemania

Good enough fun if you enjoy taking the piss out of this so-called "sport." There are plenty of moves which are let down by some fiddly controls. Not the best of the many wrestling games around. But lets face it, there all a bit shit really, aren't they?



£ World Cup '98

The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving too many new features. A different style from the recognised brands such as FIFA and Actua, and worth a look for those whose who own a couple of the above.



World Cup Golf

The ever popular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour.



In fact, they should all get together and club this bollocks to death with some nine irons. Now that would be an interesting game to play. This isn't.

World League Soccer

This is what they called it before Mikey Owen came on board. See M for details and make your choice!



WWF Attitude

Hilariously camp wrestling game that amuses the skepticle while keeping true believers happy for hours.



WWF Warzone

Well officer it was like this. There I was, doing my best to present the acceptable face of the undeniably



professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.



AIV Evolution Global

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself up to Richard Branson proportions. It's all done in a Sim City style that will have strategists and trainspotters soiling their Y-fronts for weeks. Nice.



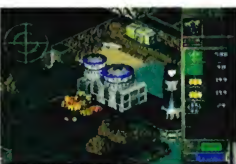
Allied General

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.



Bedlam

Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate



Wars too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.

Carnage Heart

People seem to think fighting robots are a good idea. Just look at Robot Wars, that's equally as poor as this.



C&C platinum

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.



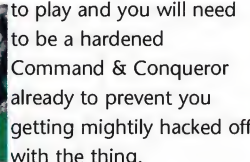
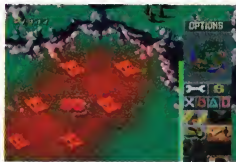
C&C: Red Alert

The second installment of C&C is a huge improvement with more action and strategy than ever before



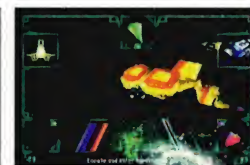
C&C Retaliation

Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult to play and you will need to be a hardened Command & Conquer already to prevent you getting mightily hacked off with the thing.



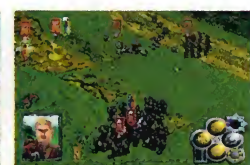
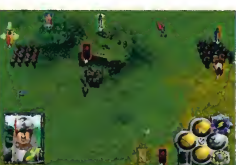
Darklight Conflict

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.



Dark Omen

If you like going into Games Workshop then this is definitely for you. Orcs galore here.



Defcon 5

This one's all about being strategic in three whole dimensions. Wow. There is nothing here that will persuade arcade fans that deep thought is the way to go. There's even less to make hard core thinkers load it up to make their brains glow. Boring



Grand Theft Auto

It had the conservative press up in arms, which by itself has got to make it worth a look. You drive, steal cars, do jobs for the mafia, kill innocent bystanders by accident, or for kicks, and generally do all the bad stuff that goes with being an original wide boy.



KKND Krossfire

Despite the obvious C&C look this isn't really too much of strategy affair. It's more of a ballsy future fight for survival, with the winner getting to bugger mutant mongrel marines carrying very large sticks indeed. Promising enough, but could have been better.



Lemmings

One of the classic puzzle games that cost a generation many, many hours of worthwhile activity. Saving the green-haired rodents became an obsession and now you can play it all again. Plus Oh no! More Lemmings is chucked in for free as well. Bargain!



Magic Carpet

The chance to play the PC hit that featured so heavily in Neighbours. What a treat. Fly a carpet around mystical kingdoms an this very strange blend of action and strategy. A fair game that seems a bit on the ancient side itself. Curly toed slippers are optional.



Monopoly

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing including the little scotty dog that everyone wants to use. Well there's no cute pooch but everything else is faithfully reproduced. Pointless. And very shit.



Panzer General

Take control of Ernst Rommel as he attempts to blitzkrieg his way across western europe. The screams of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.



Populous: The Beginning

☆☆☆

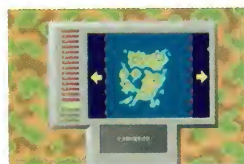
Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.



Return Fire

☆☆

These strategy games that pride themselves on heavy detail rather than sexy graphics are only shooting themselves in the foot. What's the point of recreating it on the PSX if it isn't going to have any visual qualities whatsoever? Best left to the blind.



Risk

☆☆☆

Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



and arguing over plastic soldiers. Why bother putting in on your telly? Maybe you need the floor space, or maybe you are just very silly. Get a life, and leave this alone.

Sim City 2000

☆☆☆

Planning and building a city can be fun. No really, it can. Designate zones for commercial or industrial



growth and watch your city grow. There's more to it than that and you will either get highly addicted or never play it again. But definitely worth a look.

Space Hulk

☆☆☆

It's sub-headed Vengeance of the Blood Angels, which will make a great deal of scene to some of you.



For those of us who don't spend every spare hour hovering around Games Workshop stores, there is little to recommend about this man vs. alien thinker.

Syndicate Wars

☆☆☆☆

Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass

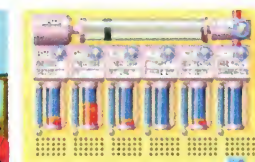


weaponry and some cool missions, all done in a Bladerunner style setting. It's beginning to look a bit old hat now, but is still a classic strategy title

Theme Park

☆☆☆

Alton Towers 'em -up. Watch out for people chucking up all over the show and make sure you clean it up!



Theme Hospital

☆☆☆

If your one of those people who chortles at the sound of a fart, then this NHS'em-up will be the one for you.

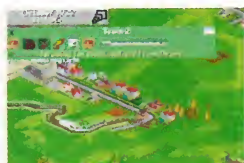


It's all about making money by treating as many puking patients as possible. make a mistake and vomit will flood the corridors. Quirky health care fun.

Transport Tycoon

☆☆☆

Absorbing light rail network 'em-up that will have you hooked, especially if you've got spotter tendencies



Warcraft 2

☆☆☆

Easily playable Command and Conquer-alike that offers more hours play than a bucket of Viagra.



Wargames

☆☆☆

Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and



unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.

Warhammer

☆☆☆

But then so is crapping in someone's letterbox. Oh sorry, we're onto something else now. Er, very nice.



Warzone 2100

☆☆☆☆

The best looking and most detailed Real Time Strategy game there is. Accept no substitute, this is the best.



This top quality, hi-res 3-D carnage is as far away from C&C as Richard and Judy is from hardcore Dutch porn. It's tough, it's addictive, it's brutal. Charge!

Worms platinum

☆☆☆

Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best multi-player game available and does not even need a Multi-tap. The graphics are terrible, but this just goes to show you that quality playability will always shine through.



X-Com: Enemy Unknown

☆☆☆

Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the crash site for the little critters. Nick their technology and dissect their bodies to build bigger and better weapons. Atmospheric and even scary.



X-Com: Terror From The Deep

☆☆☆

The sequel to the excellent UFO. This time the invaders are hiding in the oceans. Somebody call StingRay!

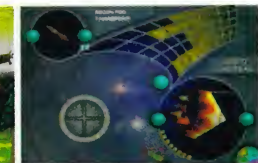
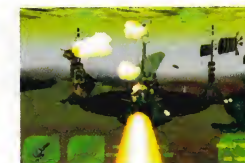


The difficulty has been cranked up to "no-way" and owning a mouse would really make things a lot easier. Want to swim? get this. Want to stay dry? Get UFO.

Xenocracy

☆☆☆

This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay.



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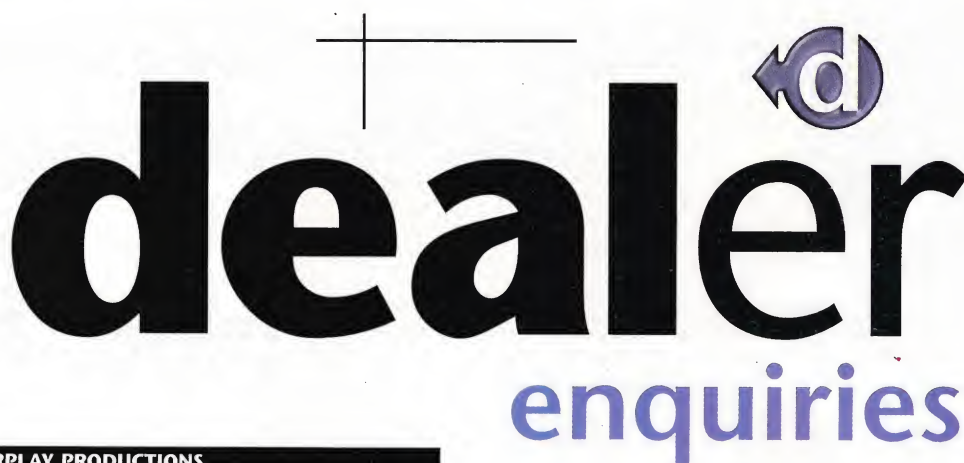
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